System Setup Screens

In This Chapter...

Introduction 5–2
Chapter Organization 5–3
Accessing the System Setup Screens (no project loaded) 5–4
Accessing the System Setup Screens (with project loaded) 5–5
System Setup Screens – Enable Password in Software 5–7
System Setup Screens Flowchart 5–13
Main Menu 5–14
Information Menu 5–15
Setting Menu 5–19
Test Menu 5–25
Memory Menu 5–35

Introduction

The *C-more* touch panels include a series of built-in **System Setup Screens** that allow the user to view detailed information about the panel, adjust certain features, configure communications, test various functions of the touch panel, backup & restore system, recipe, log and project memory, clear memory, and reset all values and conditions back to the original factory defaults.

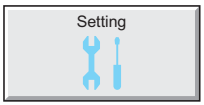
The following is presented to give the user a detailed step by step look at 1.) how to access the System Setup Screens, 2.) what adjustments and features are available, 3.) when and why the feature may need to be adjusted or used, and 4.) how to adjust and/or interrupt the features.

The System Setup Screens from the Main Menu are split into four different categories to make it simple for the user to select the area for viewing information, making adjustments, testing the touch panel or working with the internal and/or external memory options. The four Main Menu selections are:

Information

Here you will find detailed information in regards to the touch panel model, the panel's name, version information for the hardware, boot loader and firmware, clock source, battery status and beeper status. Also available are details on the panel's internal memory and the status of any external memory devices, such as CompactFlash memory and USB pen drives. Communication port details are also available in this area, as well as an error log to help in trouble-shooting the system.

Setting

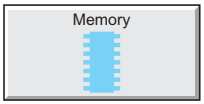


This is the area for 1.) making adjustments to the internal clock, 2.) adjusting the brightness (color panels) and contrast (grayscale panels) of the display, 3.) adjusting (calibrating) the touch panel, 4.) enabling or disabling the internal beeper, and 5.) the IP Address of the touch panel can also be configured from this menu area. Access to the IP Address Setting screen is covered later in this chapter.

Test Menu

From this sub menu, the user can 1.) test the touch panel, 2.) test the display, 3.) test the communication ports, and 4.) test both the internal beeper or the audio line output, if a speaker with an amplifier is connected. A WAV sound file is system provided for the audio line output test.

Memory



Select the Memory menu item to either backup or restore your project, log data, recipe data and/or system memory. Selections can be made to backup to optional CompactFlash memory or USB pen drive memory. The menu selections also give the user the ability to clear the memory, and there is also a selection to reset all of the touch panel settings back to the original factory defaults.

Chapter Organization

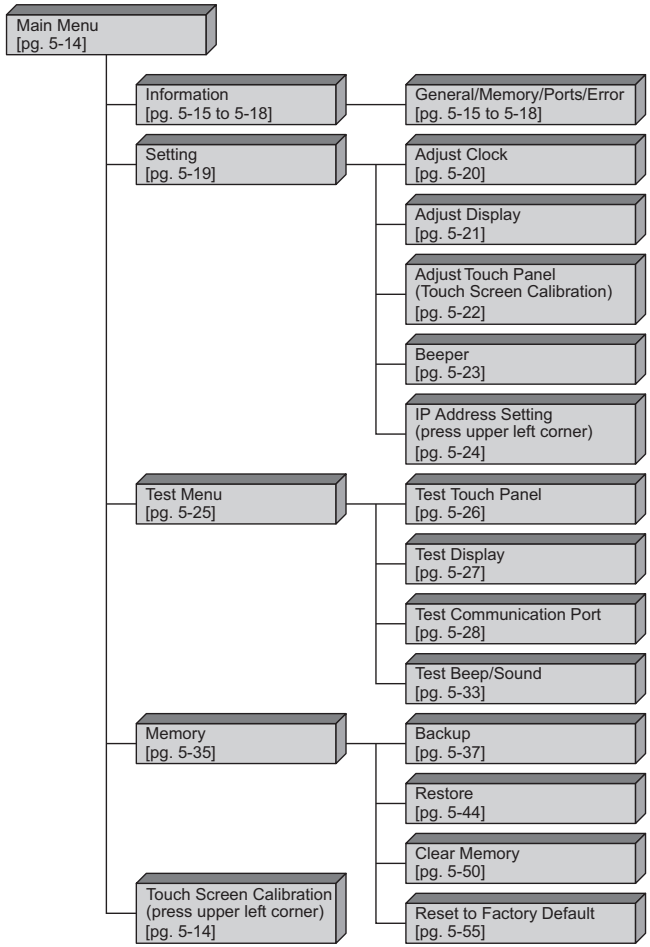
The **System Setup Screens** chapter is organized in the following order:

1.) Accessing the system setup screens with **no project loaded** will take the user directly to the **Main Menu** – page 5-4.

2.) Accessing the system setup screens with a **project loaded** will first take the user to a dialog box **warning** the user that the panel will stop running and waits for an acknowledgement – page 5-5.
a.) If a **password is not enabled**, the user is taken directly to the **Main Menu** after the warning message is acknowledged – page 5-6.
b.) If a **password is enabled**, then the **Enter Security Code** keypad is presented after the warning message is acknowledged – page 5-6.

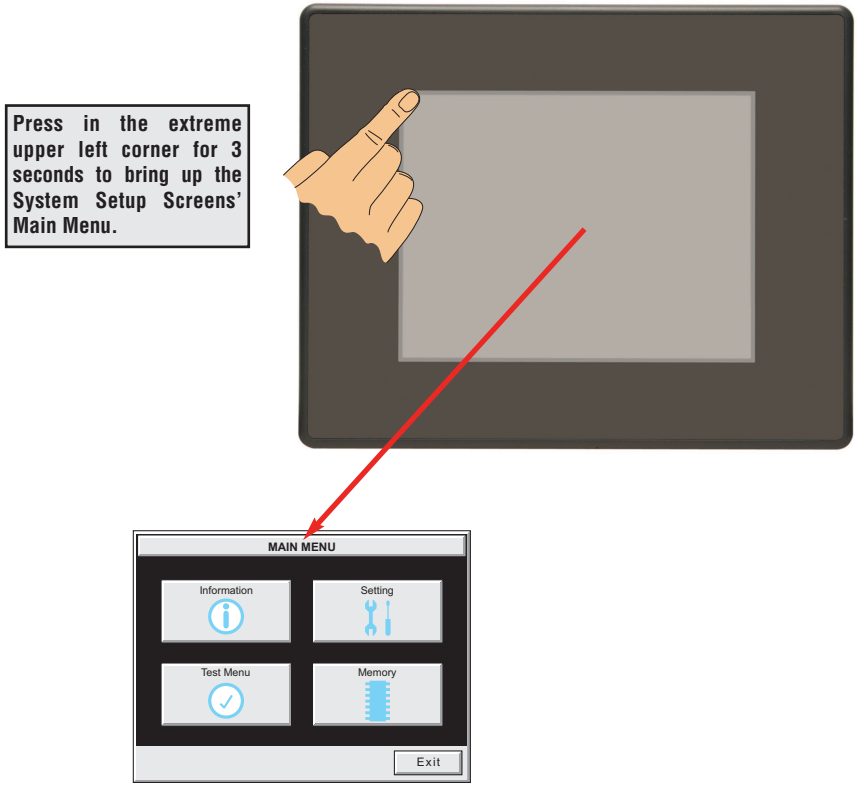
3.) How to **enable a password** in the *C-more* Programming software is explained – page 5-7.

4.) **System Setup Screens** organized as shown in the following flowchart:



Accessing the System Setup Screens (no project loaded)

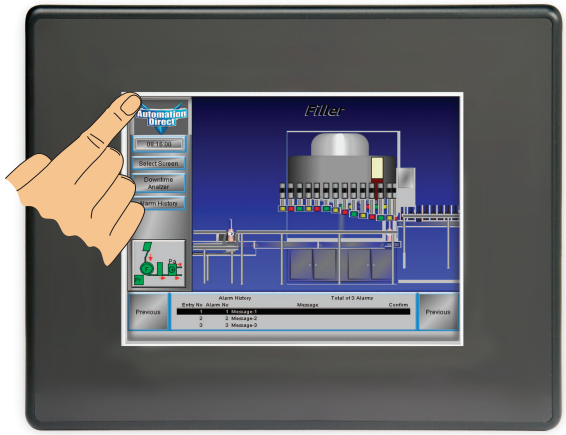
To access the **Main Menu** of the touch panel **System Setup Screens** prior to downloading a project, press the extreme upper left corner of the panel display area for 3 seconds as shown below. The **Main Menu** will then be displayed as shown below.



NOTE: *The ability to directly activate the* ***Main Menu*** *of the* ***System Setup Screens*** *by pressing the upper left corner of the touch panel for 3 seconds will only occur when there is no project loaded into the memory of the panel. Refer to the next section on accessing the* ***System Setup Screens*** *with a project loaded for procedure details and recommendations.*

Accessing the System Setup Screens (with project loaded)

To access the **Main Menu** of the touch panel **System Setup Screens** with a project loaded into memory, press the upper left corner of the panel display area for 3 seconds as shown below.



The following **WARNING** dialog box will appear on the the touch screen.

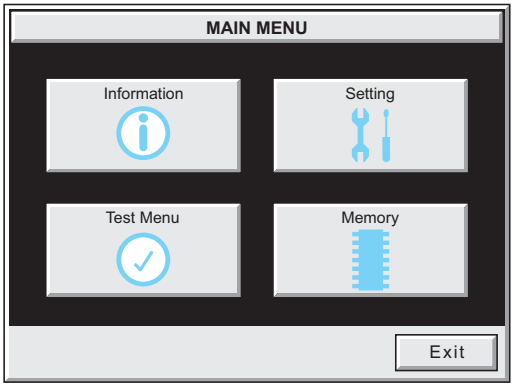
Dialog Box Actions:

- Pressing OK will display the system setup screen. See the WARNING below!
- Pressing Cancel will take you back to the project screen.
- Communications with the PLC is active while the Warning is displayed.
- The dialog box will close if no action is taken for 60 seconds.
- The dialog box will not display if the touch panel does not have a project loaded.
- The dialog box will not display if the System Screen password is enabled.

WARNING: Pressing OK at this point will STOP the PLC driver and therefore all communications between the touch panel and PLC will cease. It is strongly recommended that the password system tag "SYS SYSTEMSCREENPW" be enabled to add a safeguard step in accessing the system setup screens. See the next section for a quick overview for setting the System Tags in the Event Manager Database.

System Setup Screens (no password enabled)

If no password is enabled for the system setup screens, then pressing the **OK** button in the Warning dialog box will bring up the **Main Menu** as shown below. You can then proceed to the other system setup screens.

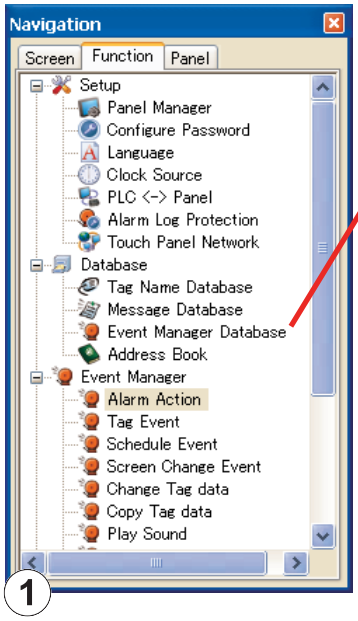


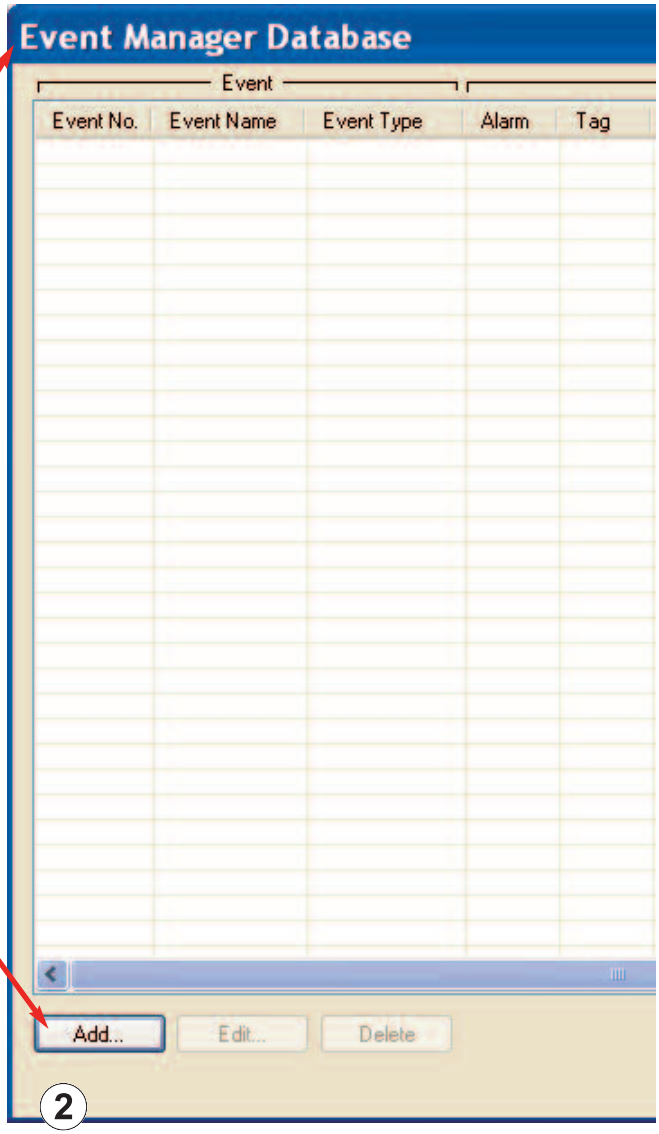
System Setup Screens (password enabled)

NOTE: *If the password system tag* ***SYS SYSTEMSCREENPW*** *is enabled, procedure described on the next page, then the* ***Enter Security Code*** *keypad shown below will be displayed. Entering the correct password code will then bring up the* ***Main Menu*** *system setup screen. If the wrong password code is entered, the keypad clear from its display the value entered and will stay present until the correct value is entered or the* ***Cancel*** *key is pressed.*

System Setup Screens – Enable Password in Software

Under the C-more Programming Software's **Navigation** window, select the **Function** tab, then select the Event Manager's **Database** function to display the **Event Manager Database** shown below:

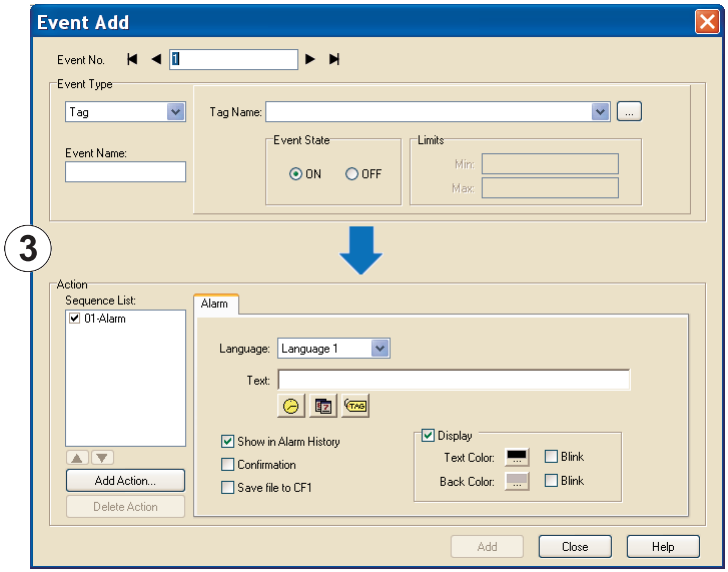




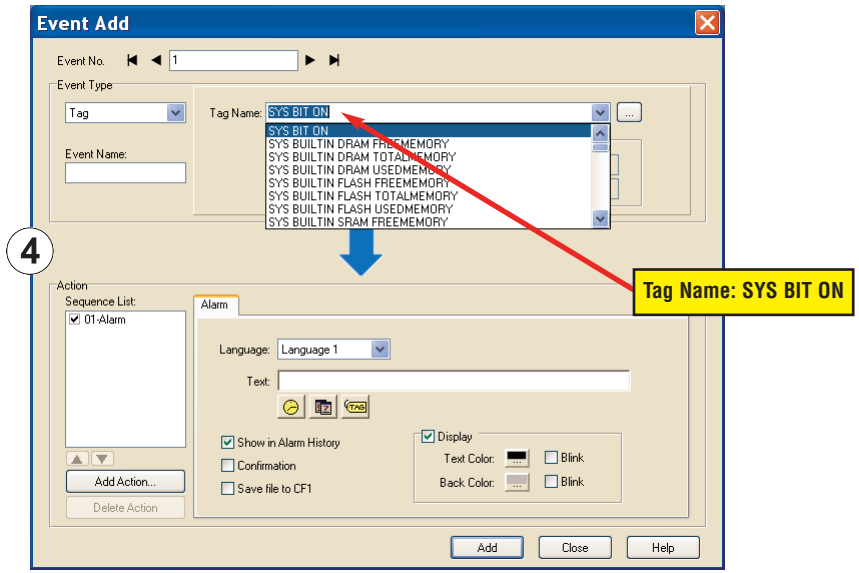
Click on the **Add** button to add an event to the database that will be used to enable the System Screen Password.

System Setup Screens – Enable Password (cont'd)

The **Event Add** dialog box will be displayed as shown next:



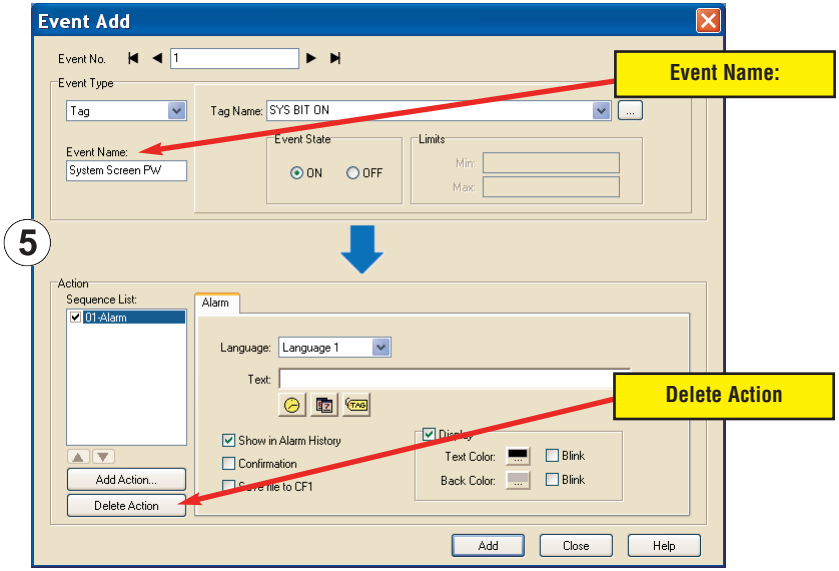
Click on the **Tag Name:** pull down menu and select the internal **System Bit On** (**SYS BIT ON**) tag as shown. This will force the tag event type to be continuously active.

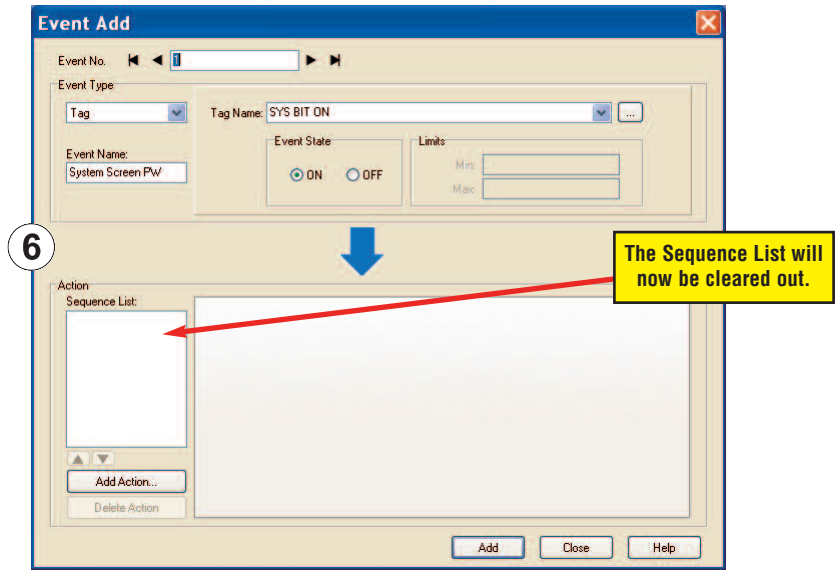


System Setup Screens – Enable Password (cont'd)

Use the **Event Name:** text box to document the event as "System Screen PW" for record keeping This is optional.

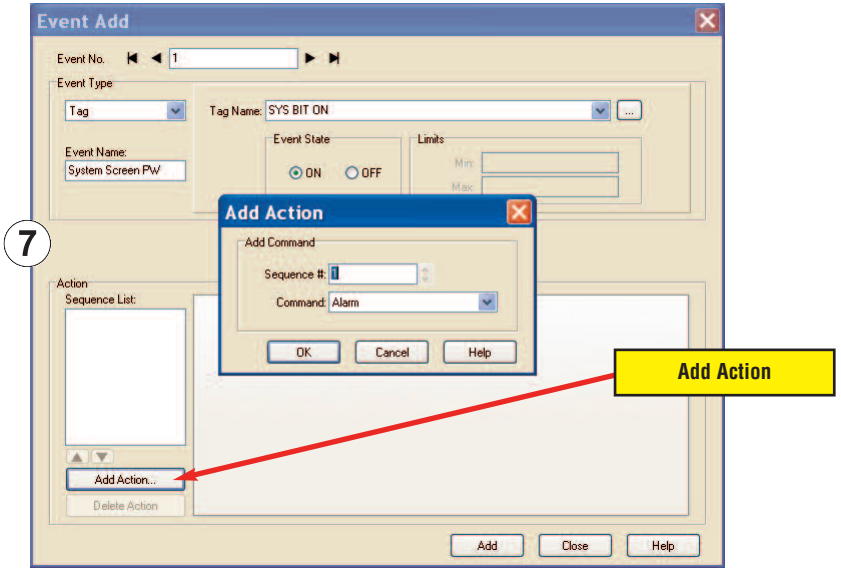
In the **Action** box, click once on the displayed **01-Alarm** under the **Sequence List:** so that **01-Alarm** is highlighted. Then click the **Delete Action** button to remove the **01-Alarm**.



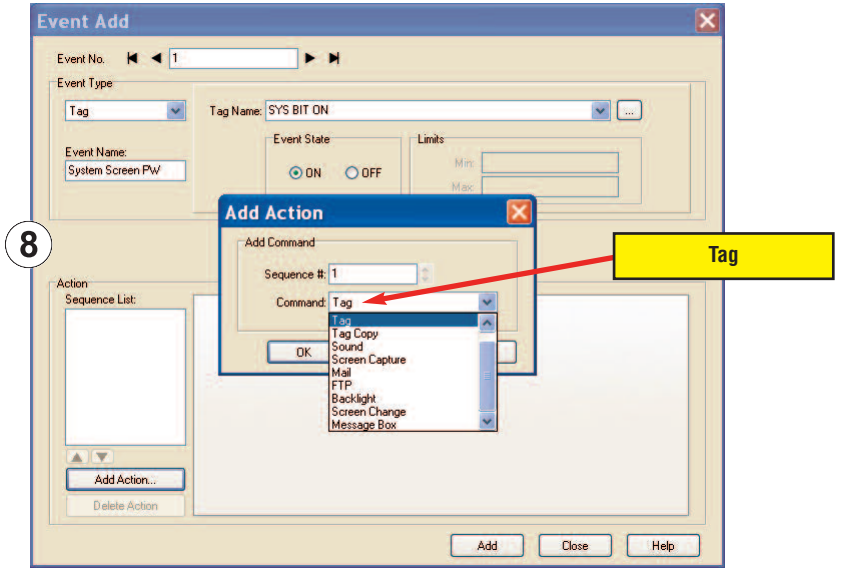


System Setup Screens – Enable Password (cont'd)

In the **Action** box, click on the **Add Action...** button. This will bring up the **Add Action** dialog box as shown below:

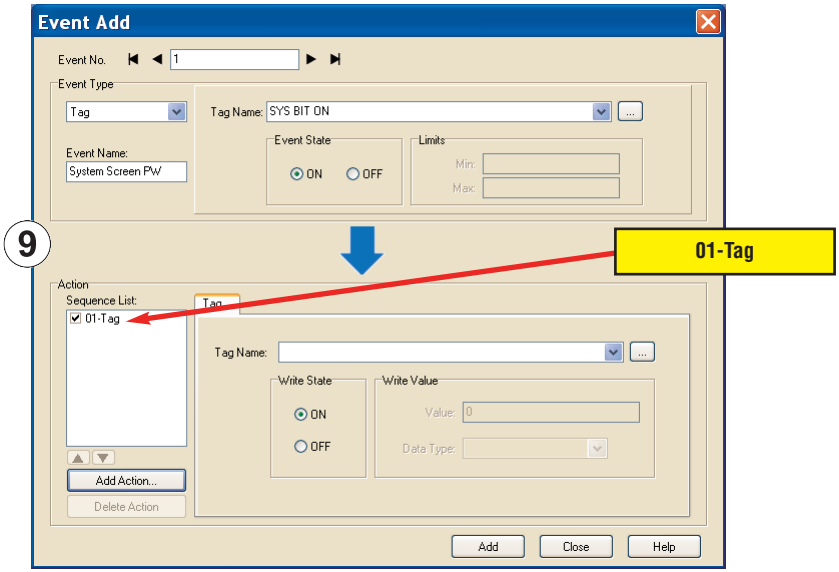


Click on the **Command:** pull down list in the **Add Command** box, select **Tag** from the list, then click **OK**.

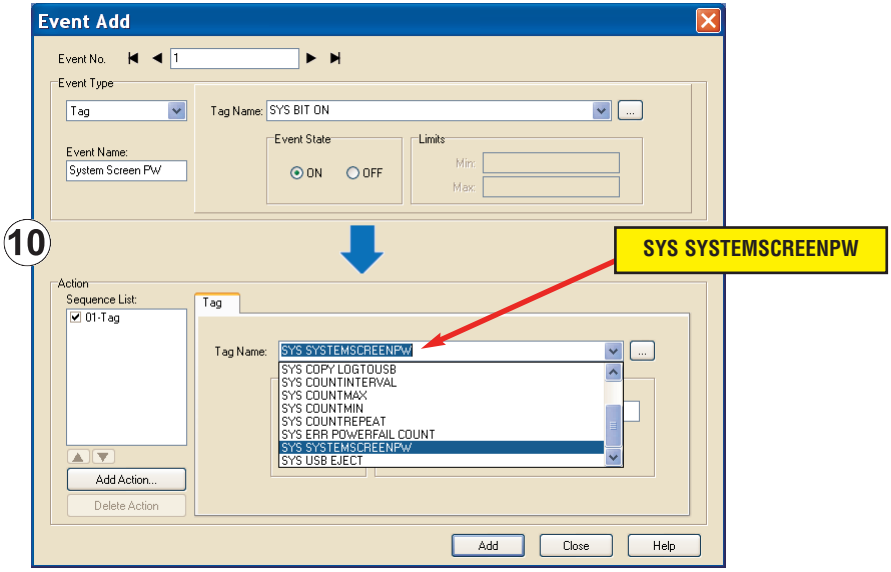


System Setup Screens – Enable Password (cont'd)

A **01-Tag** action item will then be added to the **Sequence List**.

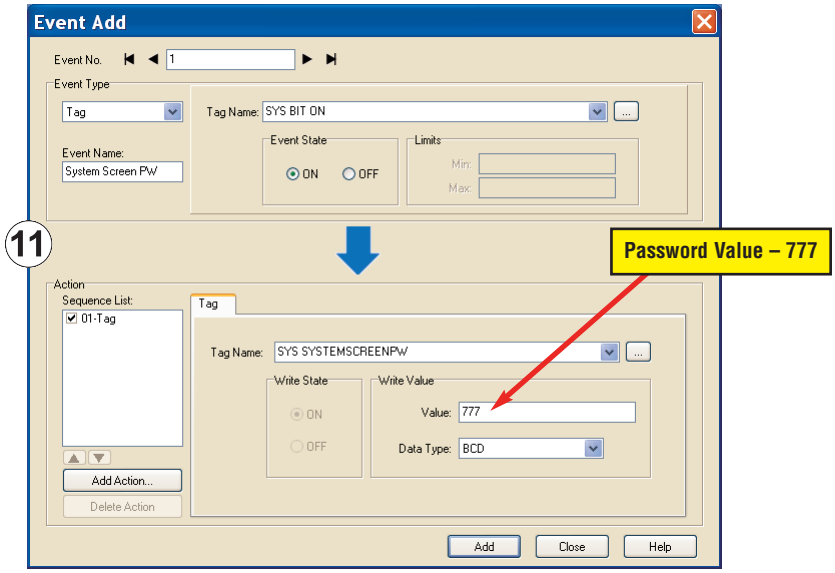


Click on the **Tag Name:** pull down list down arrow in the **Action** box's **Tag** tab, select **SYS SYSTEMSCREENPW** from the list, and click **OK**.

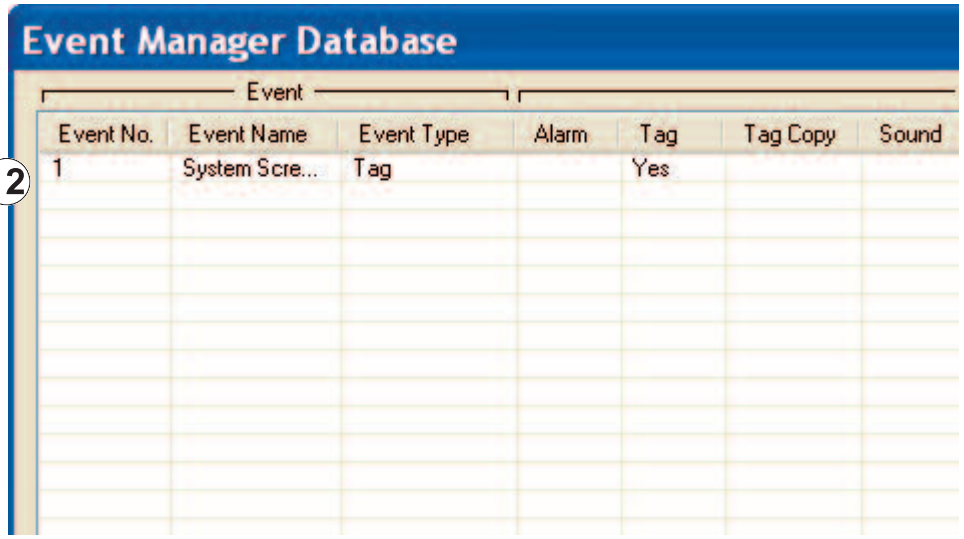


System Setup Screens – Enable Password (cont'd)

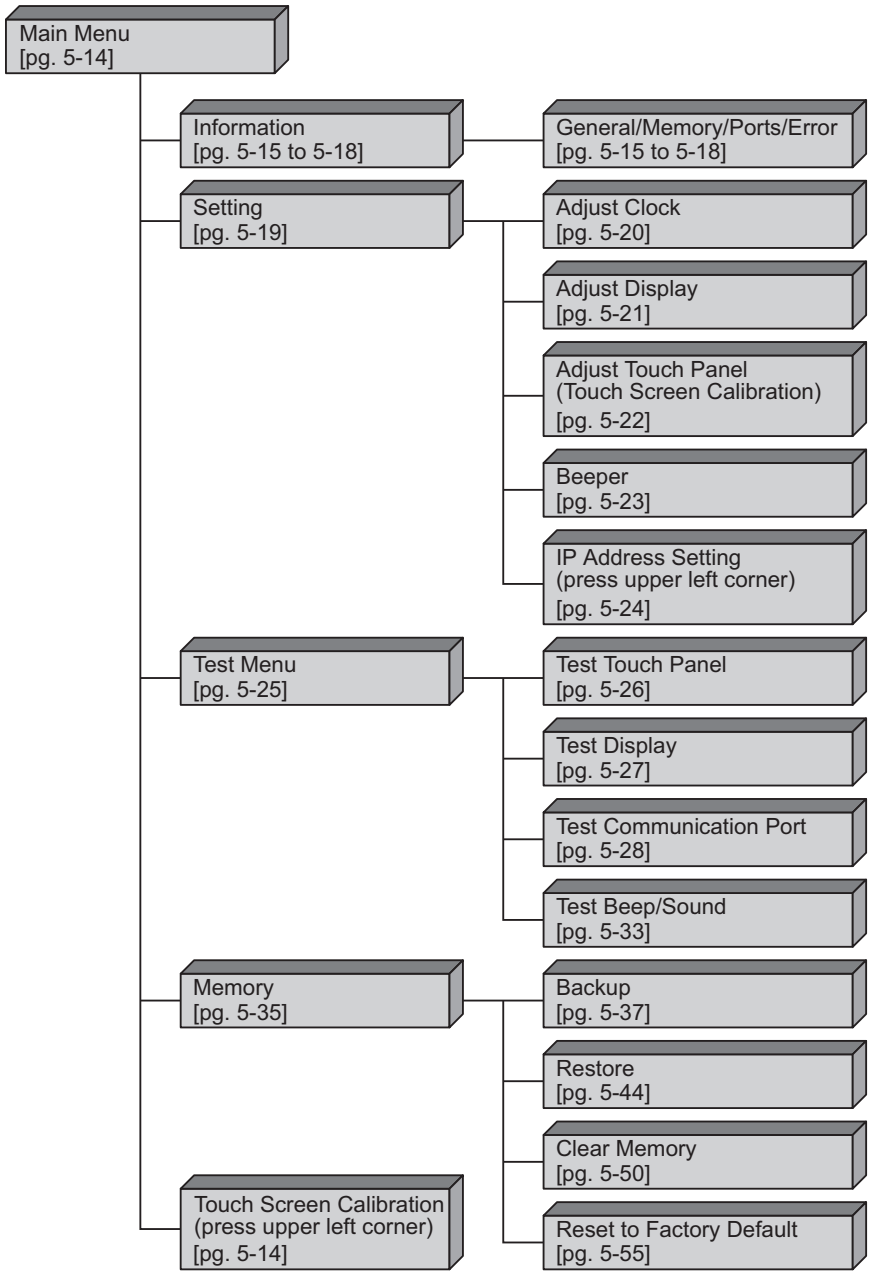
Enter a numeric value into the **Value:** box, such as "777". This value becomes the **Password** code to access the **System Setup Screen's Main Menu**.



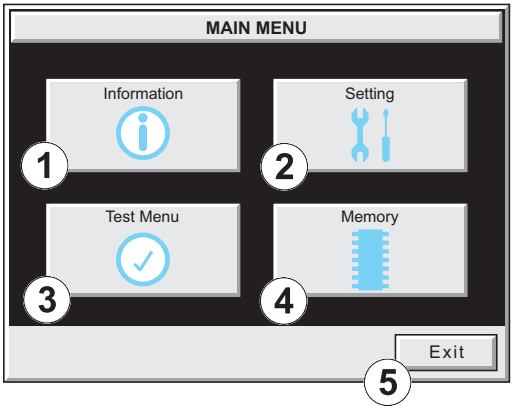
Click the **Add** button in the Event Add dialog box and then the **Close** button to return to the **Event Manager Database**. You now will see that the first event in the database is for the **System Screen Password** and it is enabled.



System Setup Screens Flowchart



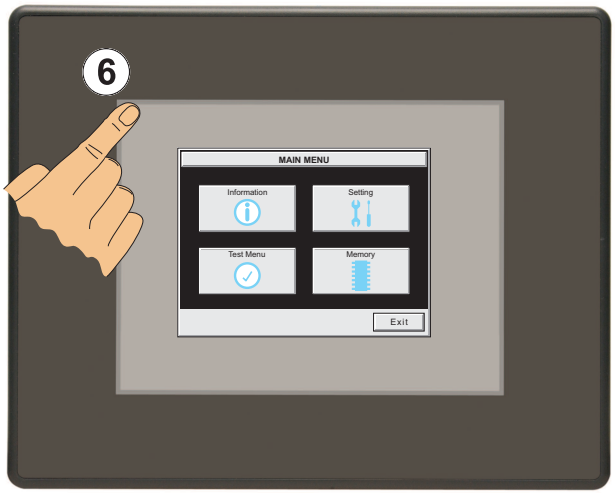
Main Menu



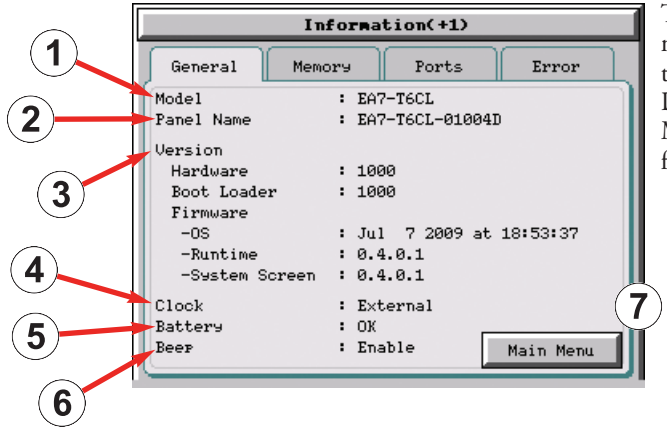
The **Main Menu** system setup screen is the top layer in the menu structure.

The menu is displayed at full screen on the 6 inch touch panel models. It is displayed in the center on the 8, 10, 12, or 15 inch models.

Item No.	Function	Description	Comment
1	**Information**	Press to go to the **Information Menu**.	
2	**Setting**	Press to go to the **Setting Menu**.	
3	**Test Menu**	Press to go to the **Test Menu**.	
4	**Memory**	Press to go to the **Memory Menu**.	
5	**Exit**	Press to return to the user screen.	
6	**Touch Screen Calibration**	While the **Main Menu** system setup screen is being displayed, the extreme upper left corner of the touch panel can be pressed for 3 seconds to access the **Touch Screen Calibration** display.	This feature is only used if the touch panel data becomes corrupted and touching the **Main Menu** buttons does not work. It allows a shortcut to the touch panel calibration screen.



Information Menu – General tab

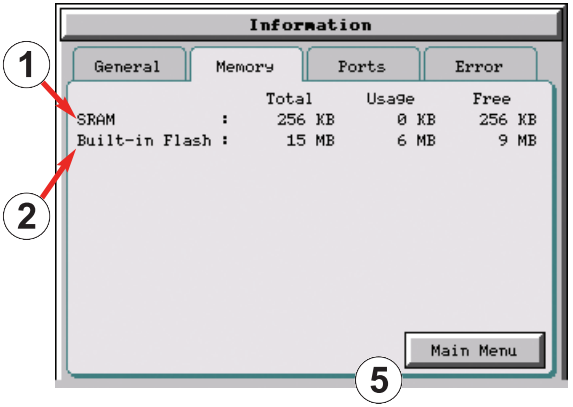


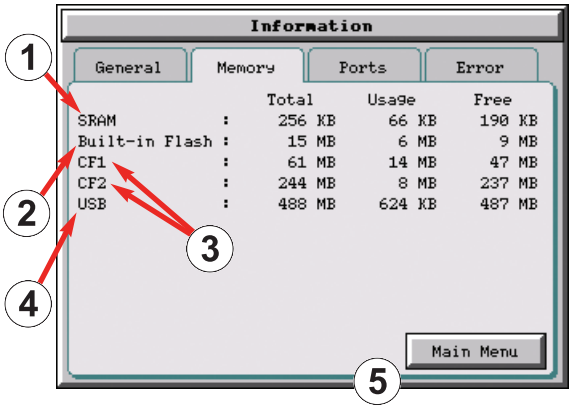
The **General** tab under the Information menu provides detailed information of the ***C-more*** Touch Panels model, Panel Default Name based on Model type and MAC address, hardware, boot loader and firmware versions, etc.

5

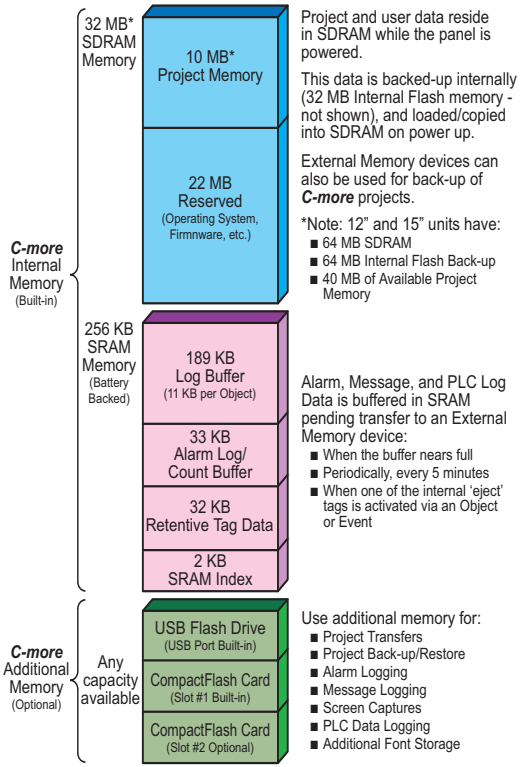
Item No.	Function	Description	Comments
1	**Model**	EA7-S6M-R, EA7-T6CL-R, EA7-S6C-R, EA7-S6M, EA7-T6CL, EA7-S6C, EA7-T6C EA7-T8C, EA7-T10C, EA7-T12C, EA7-T15C	
2	**Panel Default Name**	[Model Name]-01XXXX "01 XXXX" is the lower 3 bytes of the Mac Address MAX: 15 characters (15 bytes)	e.g. EA7-S6M-01004D This is the default name. The name can be changed in the ***C-more*** Programming Software.
3	**Version**	1.)Hardware: XXXX 2.)Boot loader: XXXX 3.)Firmware a) OS:Timestamp of NK.BIN file b) Runtime: X.X.X.X (Version of Runtime.EXE file) c) System Screen: X.X.X.X (Version of Panel.exe file)	Files reside in the ***C-more*** touch panel's memory.
4	**Clock**	Internal/External clock selection.	Configured in the ***C-more*** Programming Software.
5	**Battery**	Battery status, either **OK** or **Battery Low**.	
6	**Beep**	Enable/Disable the internal beeper.	Configurable in the **Setting Menu – Beeper** shown on page 5-23 or in the ***C-more*** Programming Software.
7	**Main Menu**	Press to return to the **Main Menu** screen.	**Main Menu** shown on page 5-14.

Information Menu – Memory tab





C-more Memory Organization


C-more Internal Memory (Built-in)
32 MB* SDRAM Memory
10 MB* Project Memory
22 MB Reserved (Operating System, Firmware, etc.)
256 KB SRAM Memory (Battery Backed)
189 KB Log Buffer (11 KB per Object)
33 KB Alarm Log/ Count Buffer
32 KB Retentive Tag Data
2 KB SRAM Index
C-more Additional Memory (Optional)
Any capacity available
USB Flash Drive (USB Port Built-in)
CompactFlash Card (Slot #1 Built-in)
CompactFlash Card (Slot #2 Optional)

Project and user data reside in SDRAM while the panel is powered.

This data is backed-up internally (32 MB Internal Flash memory - not shown), and loaded/copied into SDRAM on power up.

External Memory devices can also be used for back-up of ***C-more*** projects.

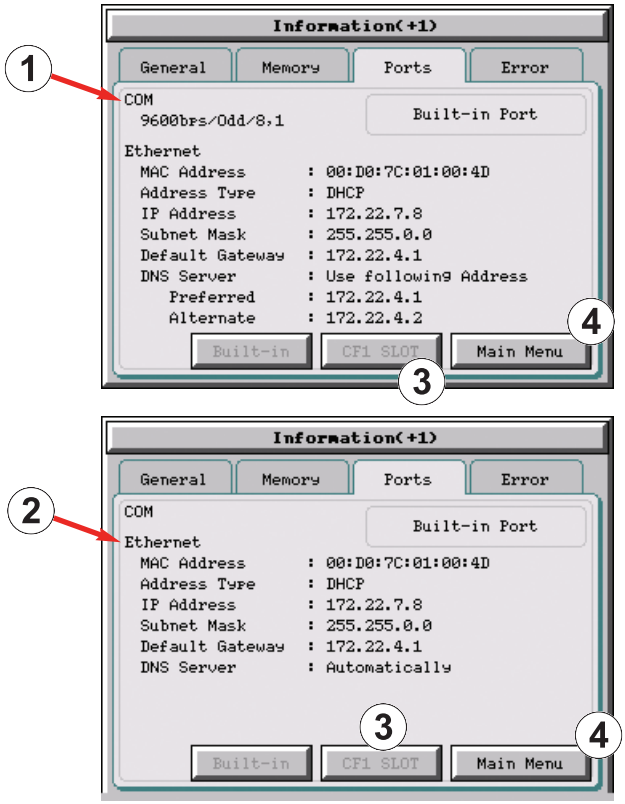
*Note: 12" and 15" units have:
- 64 MB SDRAM
- 64 MB Internal Flash Back-up
- 40 MB of Available Project Memory

Alarm, Message, and PLC Log Data is buffered in SRAM pending transfer to an External Memory device:
- When the buffer nears full
- Periodically, every 5 minutes
- When one of the internal 'eject' tags is activated via an Object or Event

Use additional memory for:
- Project Transfers
- Project Back-up/Restore
- Alarm Logging
- Message Logging
- Screen Captures
- PLC Data Logging
- Additional Font Storage

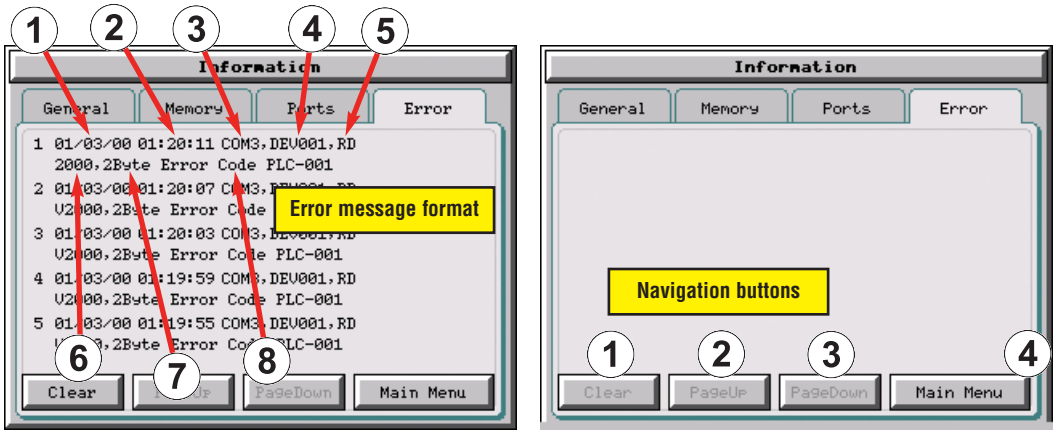
Item	Function	Description	Comment
1	**SRAM System Memory**	1.) Total: 2.) Usage: 3.) Free:	Size of unit displayed: 1.) KB When size is 1 to 999 bytes. It will be shown as 1KB. 2.) KB or MB 3.) MB or GB
2	**Built-in Flash Memory**	1.) Total: 2.) Usage: 3.) Free:	
3	**Expansion Memory 1.) CF1: 2.) CF2: (only visible when present)**	1.) Total: 2.) Usage: 3.) Free: Note: N/A - not available on base featured models (–R)	
4	**Expansion Memory 3.) USB: (only visible when present)**	1.) Total: 2.) Usage: 3.) Free:	
5	**Main Menu**	Press to return to the **Main Menu** screen.	

Information Menu – Ports tab



Item No.	Function	Description	Comment
1	**COM (Built-in Ports)**	PLC Serial Communications Port Settings: baud rate/party/data bit, stop bit	Configured in the ***C-more*** Programming Software.
2	**Ethernet (Built-in Ports)**	Ethernet Settings: MAC Address: 00 D0 7C 01 XX XX Address Type: DHCP/Static IP Address: Subnet Mask: Default Gateway: DNS: 1.) Automatically 2.) Use Designated Address Note: N/A - not available on base featured models (–R)	Configurable in the **Setting Menu – IP Address Setting** shown on page 5-24 or in the ***C-more*** Programming Software.
3	**Ethernet (CF1 Slot)**	Future	Future
4	**Main Menu**	Press to return to the **Main Menu** screen.	

Information Menu – Error tab



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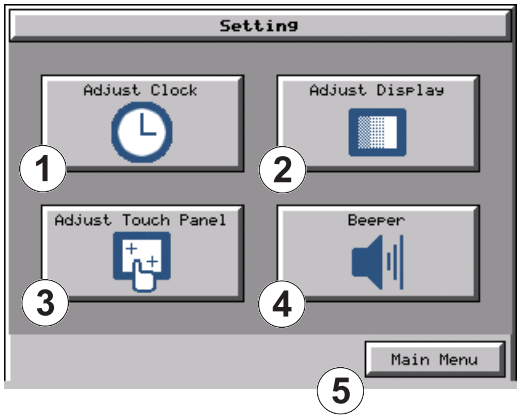
Error message format:

Item No.	Function	Description	Comment
Order of error message functions: **Error Number, Date, Time, Error Port, Device Name, Error Type, PLC Device, Access Bytes, Error Message**			
1	**Date**	Format: MM/DD/YY	Date error occurred.
2	**Time**	Format: HH/MM/SS	Time error occurred.
3	**Error Port**	PLC Serial Communications Port: Ethernet:	
4	**Device Name**	The assigned device name in the programming software.	Configurable in the ***C-more*** Programming Software Panel Manager
5	**Error Type**	RD: Read WT: Write	
6	**PLC Address**	The assigned address of the PLC that caused the error.	
7	**Access Bytes**	The number of access bytes.	
8	**Error Message**	The error message is the same as the message displayed in the upper left of the ***C-more*** touch panel's display.	A list of Error Massages is shown in Appendix A

Error message navigation buttons:

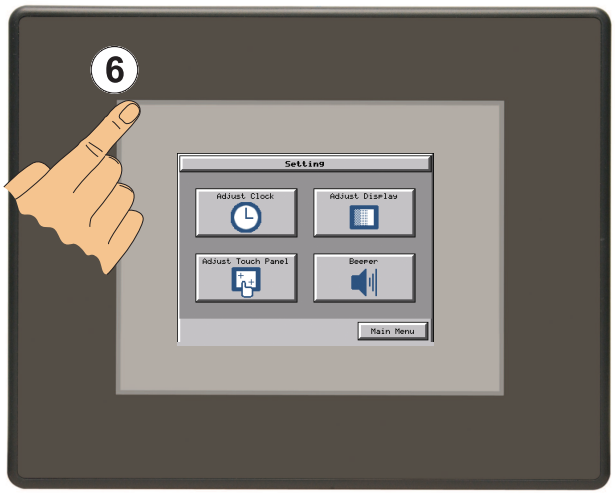
Item No.	Function	Description	Comment
1	**Clear**	Press to clear all error messages. This button is grayed out when there are no error messages to display.	
2	**Page Down**	Press to go to to the next page. This button is grayed out when there is no error messages on the next page.	
3	**Page Up**	Press to go to the previous page. This button is grayed out when there is no error messages on the previous page.	
4	**Main Menu**	Press to return to the **Main Menu** screen.	

Setting Menu

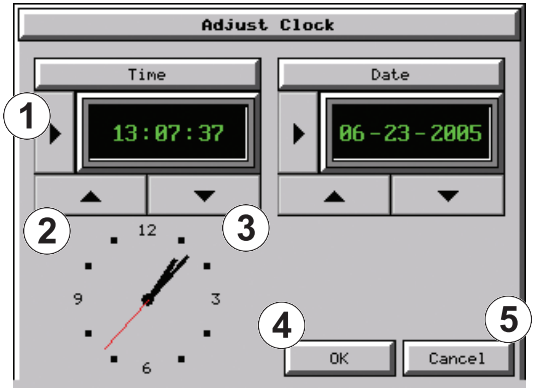


The **Setting Menu** is used to adjust the time & date, adjust the contrast or brightness of the display depending on which model is being used, adjust (calibrate) the touch screen, and enable or disable the internal beeper.

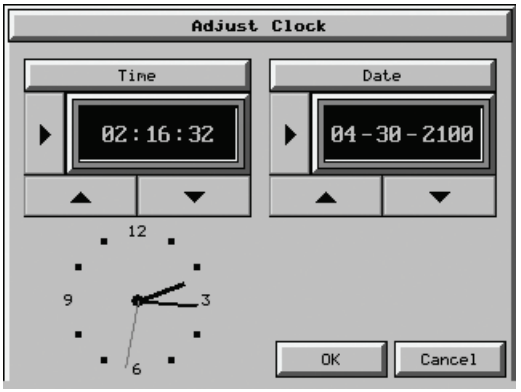
Item No.	Function	Description	Comments
1	**Adjust Clock**	Press to go to the **Adjust Clock** screen.	
2	**Adjust Display**	Press to go to the **Adjust Display** screen.	
3	**Adjust Touch Panel**	Press to go to the **Adjust Touch Panel** screen.	
4	**Beeper**	Press to go to the **Adjust Beeper** screen.	
5	**Main Menu**	Press to return to the **Main Menu** screen.	
6	**IP Address setting**	While the **Setting Menu** system setup screen is being displayed, the extreme upper left corner of the touch panel can be pressed for 3 seconds to access the IP Address setting screen.	The IP Address setting screen is only accessible form the **Setting Menu** screen as described. There is no direct button to call it from any of the setup screens. The IP Address can also be assigned in the ***C-more*** Programming Software.



Setting – Adjust Clock



Color Touch Panel



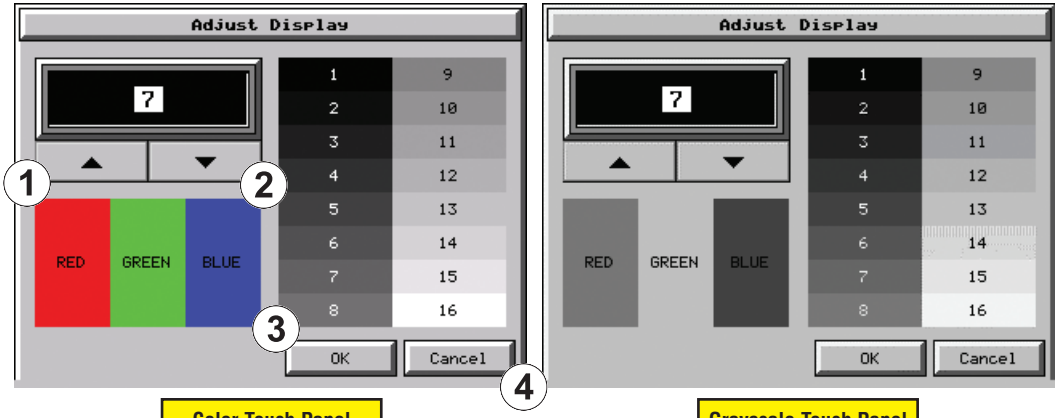
Grayscale Touch Panel

Item No.	Function	Description	Comments
1	**Select**	**Time:** Each press of the **Select** button will cycle thru the following settings. 1.) No Selection to Hours 2.) Hours to Minutes 3.) Minutes to Seconds 4.) Seconds back to Hours **Date:** Each press of the **Select** button will cycle thru the following settings. 1.) Month to Day 2.) Day to Year 3.) Year back to Month	
2	**Up**	Press to increment the value by "1" with each press.	
3	**Down**	Press to decrement the value by "1" with each press.	
4	**OK**	Press to accept the changes.	
5	**Cancel**	Press to return to the **Setting Menu** screen without accepting the changes.	

NOTE: *The function buttons used to adjust the clock settings on the panel's setup screen are* ***disabled*** *if an* ***External*** *clock source is selected in the* ***C-more*** *programming software. The choice of an internal or external clock source is available by selecting* ***Clock Source*** *in the* ***C-more*** *programming software under the* ***Main Menu*** *drop down function* ***Setup.***

NOTE: *The panel's clock can also be adjusted from the* ***C-more*** *programming software. The* ***Adjust Clock*** *function can be accessed in the software by selecting* ***Adjust Clock*** *under the* ***Main Menu*** *drop down function* ***Panel*** *or selecting* ***Adjust Clock*** *under the* ***Panel*** *tab in the software's* ***Navigation*** *window.*

Setting – Adjust Display



Color Touch Panel

Grayscale Touch Panel

Item No.	Function	Description	Comments
The STN type display models can have the contrast adjusted. The TFT type display models can have the brightness adjusted. See the table below.			
1	**Up** ▲	Press to increment the value by "1" with each press.	
2	**Down** ▼	Press to decrement the value by "1" with each press.	
3	**OK**	Press to accept the changes.	
4	**Cancel**	Press to return to the **Setting Menu** screen without accepting the changes.	

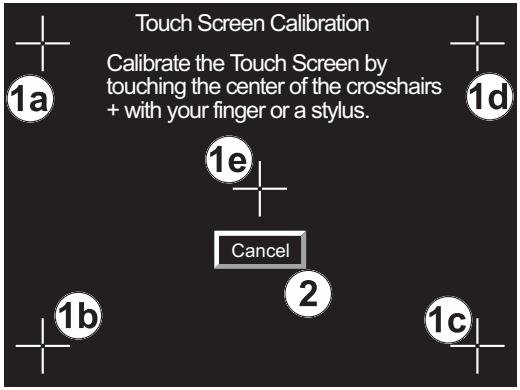
Model	Selection Range		Default	
	Brightness	Contrast	Brightness	Contrast
TFT Models: **EA7-T6CL-R, EA7-T6CL, EA7-T6C** **EA7-T8C, EA7-T10C,** **EA7-T12C & EA7-T15C**	1 to 7	N/A	7	N/A
STN Grayscale: **EA7-S6M-R &** **EA7-S6M** **STN Color:** **EA7-S6C-R** **EA7-S6C**	N/A	1 to 7	N/A	6

Setting – Touch Screen Calibration

This procedure is used to calibrate the touch screen to ensure accuracy of the touch areas. There are five points on the touch screen that the calibration is based around. The adjustment relies on very narrow areas for the calibration points.

NOTE: *The panel will display the Touch Screen Calibration window on power up until the calibration procedure is completed and saved.*

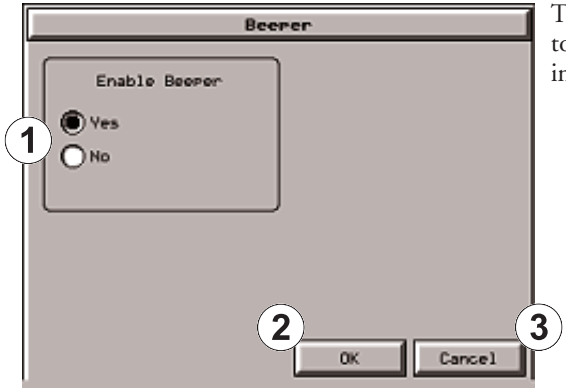
Item No.	Function	Description	Comment
1	**Points 1a thru 1e**	The touch screen calibration crosshairs will appear individually in the order of point 1a thru 1e respectively as each proceeding crosshair is pressed.	If the touched co-ordinate point is too far off from normal, then the procedure will return to Point 1a.
2	**Cancel**	Press to return to the **Setting Menu** screen without accepting the changes.	
3	**Press here to save & quit.**	Press to accept the changes and return to the **Setting Menu** screen.	If you do not save, you will have to calibrate the panel again after the next power cycle.
4	**Press here to retry.**	The current adjustment data is canceled and the procedure is returned to point 1a.	



Points 1a thru 1e

Final

Setting – Beeper

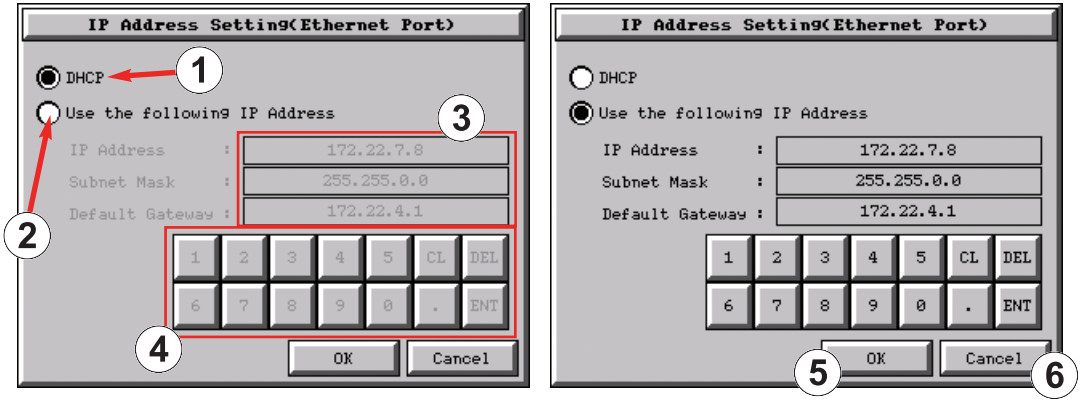


This system setup screen function is used to enable or disable the touch panel's internal beeper.

Item No.	Function	Description	Comments
1	**Yes**	Change Enable to Beeper.	
2	**No**	Change Disable to Beeper.	
3	**OK**	Press to accept the changes and return to the **Setting Menu** screen.	
4	**Cancel**	Press to return to the **Setting Menu** screen without accepting the changes.	

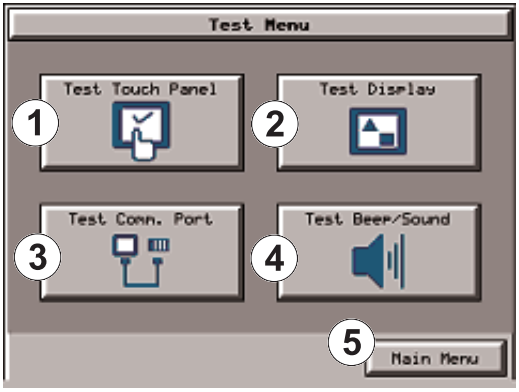
__NOTE:__ The project settings in the __C-more__ programming software __Panel Manager__ will override the touch panel's internal setting upon initial download.

Setting – IP Address Setting



Item No.	Function	Description	Comment
1	**DHCP**	"DHCP" is enabled as the default when this system setup screen is first selected. All of the other selections on this screen are dimmed when "DHCP" is selected and are not available.	
2	**IP Address**	The "Use the following IP Address" setting is selected when its radio button is pressed. An IP Address can be assigned as follows: 1.) Select the address type: a.) IP Address b.) Subnet Mask c.) Default Gateway 2.) Use the numerical keypad to input the address. Use the decimal key to enter the dot separator. 3.) Press the **"ENT"** key when finished with each field.	Note: If an Ethernet cable is not connected to the touch panel from an active Ethernet device, then the IP Address will show as 0.0.0.0.
3	**IP Address** **Subnet Mask** **Default Gateway**	Select the field that needs to be assigned by touching the entry value and use the keypad to enter the desired address.	Each field can be independently assigned.
4	**Keypad**	The keypad is used to enter the Address: Use the numeric keys and the **"dot"** key to enter the address, e.g: 192.168.10.1 **"ENT"** = Enter key sets value **"CL"** = Clear value entered **"DEL"** = Delete 1 character with each press	The "**ENT**" key must be pressed to accept the entry. If the "**ENT**" key is not pressed, then the previous value will remain when another area is selected or the "**Cancel**" key is pressed.
5	**OK**	Press to accept the changes and return to the **Setting Menu** screen.	
6	**Cancel**	Press to return to the **Setting Menu** screen without accepting the changes.	

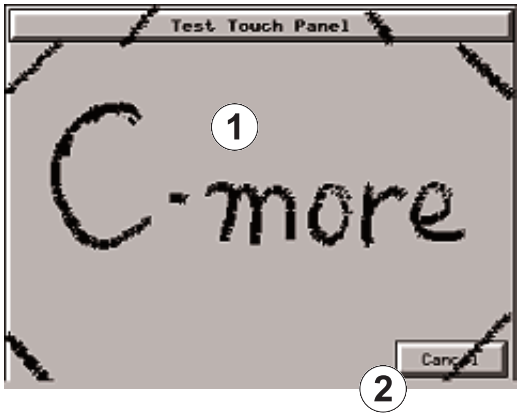
Test Menu



The **Test Menu** gives the user the ability to test the operation of the touch screen, test the LCD display, test the various communication ports, and also test the internal beeper and the audio line out through an user supplied amplified (stereo) speaker(s).

Item No.	Function	Description	Comments
1	**Test Touch Panel**	Press to go to the **Test Touch Panel** screen.	
2	**Test Display**	Press to go to the **Test Display** screen.	
3	**Test Communication Port**	Press to go to the **Test Communication Port** screen.	
4	**Test Beep/Sound**	Press to go to the **Test Beep/Sound** screen.	
5	**Main Menu**	Press to return to the **Main Menu** screen.	

Test Menu – Test Touch Panel



Using this test, normal or unusual operation of the analog touch panel can be determined.

Testing:

If an area of the touch screen is suspected to be inoperable, touch that area of the screen while in the **Test Touch Panel** screen mode. The screen pixels should turn black in that area. If the screen pixels do not turn black when touched, then the touch screen is defective or needs to be calibrated. See **Setting - Adjust Touch Screen** on page 5-22.

5

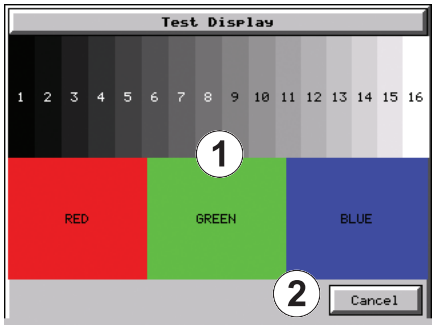
Item No.	Function	Description	Comments
1	**Touch area**	Display Size / Touch Area 6 Inch — 320 X 240 8/10 Inch — 640 X 480 12 Inch — 800 X 600 15 Inch — 1024 X 768	Both the title bar (Test Touch Panel) and **Cancel** button can be drawn across to test the touch operation.
2	**Cancel**	Press to return to the **Test Menu** screen.	

***Note**: The Touchscreen is designed to respond to a single touch. If it is touched at multiple points at the same time, an unexpected object may be activated.*

Test Menu – Test Display

There are two different test patterns that may be run on the LCD display to allow the user to check for display screen defects. If the screen is **not** touched within 3 seconds of **Test Pattern 1** being displayed, then **Test Pattern 2** will be displayed until the screen is touched, otherwise **Test Pattern 1** will remain until cancelled.

Test Pattern 1 displays a test pattern of 16 grayscale graduations and RGB colors.



Test Pattern 2 will follow the pattern as shown in the following chart with the color wiping across the screen in the direction indicated by the arrows, then repeats:

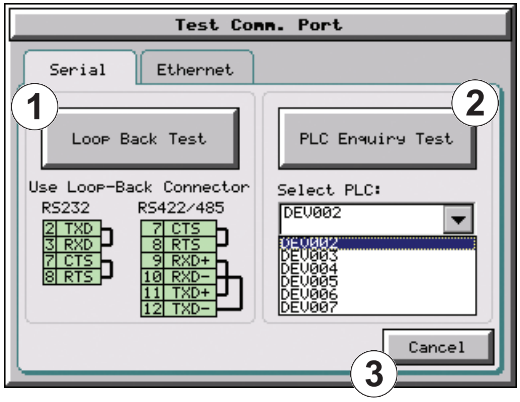
3

Color	1st Time	2nd Time	3rd Time	4th Time
RED	→	↑	↓	←
GREEN	←	→	↑	↓
BLUE	↓	←	→	↑

Item No.	Function	Description	Comments
1	**Touch the Test Display screen.**	Press the screen anywhere except the **Cancel** button and the shown **Test Pattern 1** remains.	If the **Test Display** screen is not touched, then in three seconds the display will move to **Test Pattern 2**.
2	**Cancel (Test Pattern 1)**	Press to return to the **Test Menu** screen.	
3	**Touch Anywhere (Test Pattern 2)**	Touch the sceen anywhere during **Test Pattern 2** and return to the **Test Menu** screen.	

Test Results: If any pixels on the screen do not appear the same color as the surrounding pixels, the LCD screen may be defective. A single pixel gone bad is relatively common. Surrounding pixels going bad over time is another indication the LCD screen may be defective.

Test Menu – Test Communication Ports: Serial

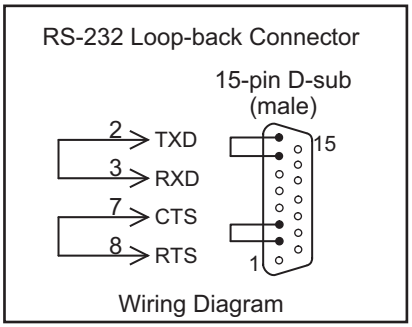


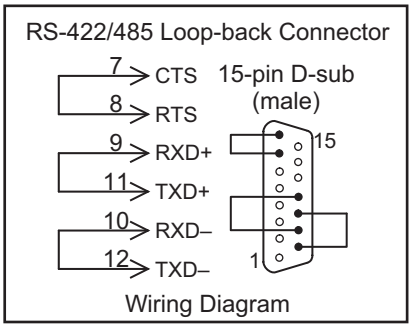
The following test can be used to check the operation of the serial communication port, with the use of a loop back connector and can also check the status of the serial communications to any connected and configured PLC.

Continued on the next two pages.

5

Item No.	Function	Description	Comments
1	**Loop Back Test**	This function checks the serial comm port for proper operation with a loop back connector.	
2	**PLC Enquiry Test**	This function allows the ability to select any PLC that that may be connected to the touch panel via a serial connection and checks to see if the communications are working correctly.	Note: The PLC serial communications port settings must be configured in the ***C-more*** programming software.
3	**Cancel**	Press to return to the **Test Menu** screen.	

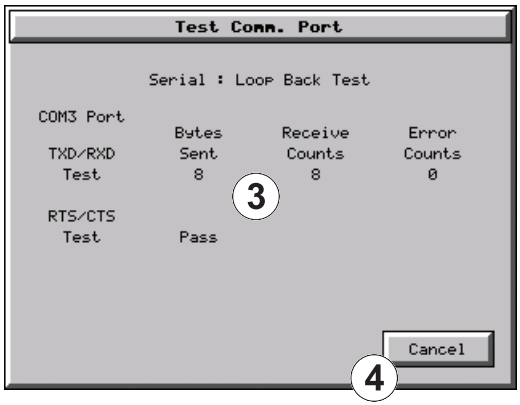




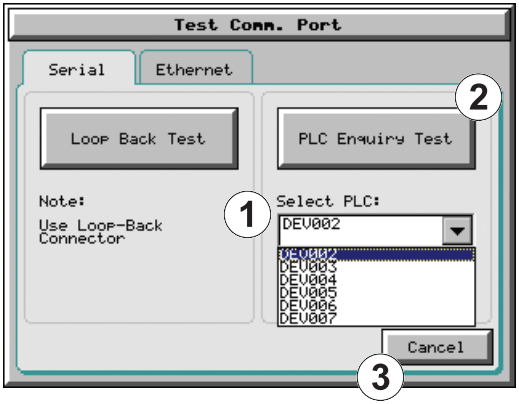
Test Menu – Serial Port Test

PLC Serial Comm Port – Loop Back Test

Item No.	Function	Description	Comments
1	**Determine Loop Back Connector**	1.) When testing an RS-232C serial connection, connect pin 2 to 3 and pin 7 to 8 on an appropriate D-SUB 15-pin male connector and plug it into the serial PLC comm port on the rear of the touch panel. 2.) When testing an RS-422 or RS-485 serial connection, connect pin 9 to 11, pin 10 to 12 and pin 7 to 8 on an appropriate D-SUB 15-pin male connector and plug it into the serial PLC comm port on the rear of the touch panel.	
2	**Start Test**	Press the **Loop Back Test** button to start the serial comm port test.	
3	**Test Results**	1.) Bytes Sent: The number of bytes sent after a test is started. 2.) Receive Counts: The number of bytes which are received after the test is started. 3.) Error Counts: The number of bytes which have not been received after the test is started. 4.) RTS/CTS Test: Pass/Fail RTS is turned on and if CTS receives the signal then the test shows “Pass”, otherwise the test shows “Fail”.	Note: The test will continue to run until the **Cancel** button is pressed. If there are any error counts, check the loop back connector. If it is OK, call Tech Support.
4	**Cancel**	Press to return to the **Test Comm. Port** screen.	



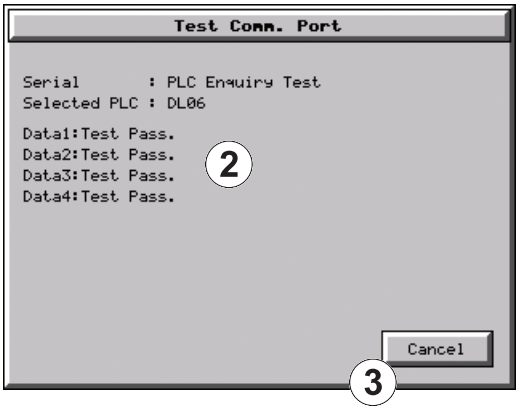
Test Menu – PLC Enquiry Test: Serial Connection



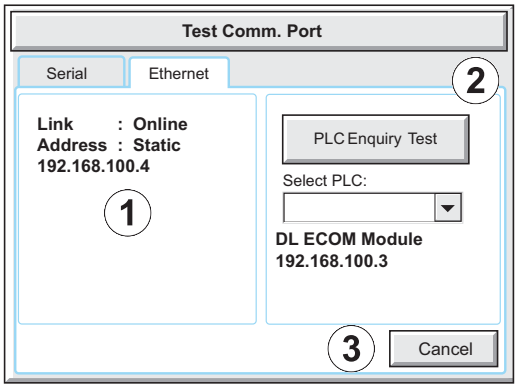
This function allows the ability to select any PLC that may be connected to the touch panel through a serial comm. port connection and checks to see if the communications are working correctly.

Note: *The communications protocol for the PLC being selected must be configured the same as the* ***C-more*** *touch panel. The touch panel's PLC serial communications are configured using the* ***C-more*** *Programming Software's Panel Manager.*

Item No.	Function	Description	Comments
1	**Select PLC**	Select any PLC that is shown in the drop down menu. The PLC selected will connect to the touch panel at the time of a test.	Only PLC's that have been configured in the ***C-more*** Programming Software will appear in the **Select PLC:** list.
2	**PLC Enquiry Test**	Four test read packets are sent to the selected PLC. Test result will be either Pass or Fail.	
3	**Cancel**	Press to return to the **Test Menu** screen.	



Test Menu – Test Communication Ports: Ethernet



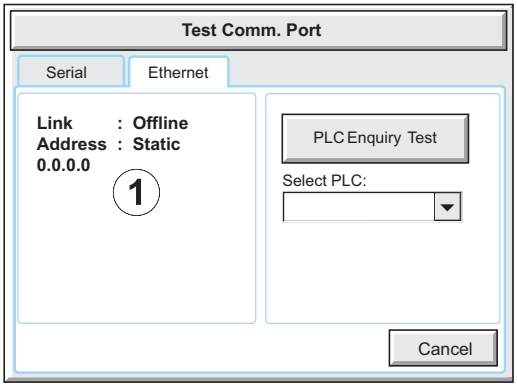
The following test feature can be used to check the operation of the Ethernet communication port by indicating if an Ethernet link has been established or not, and can also check the status of the Ethernet communications to any connected PLC.

Base featured models (-R) do not include an Ethernet port, therefore this check is not displayed.

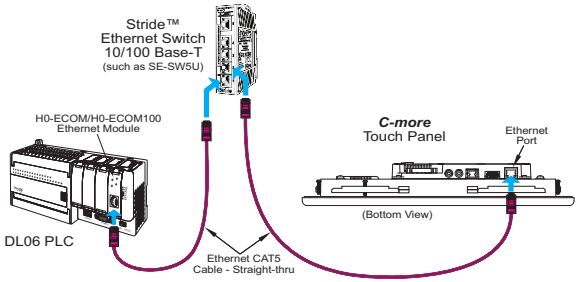
Note: *The communications protocol for the PLC being selected must be configured the same as the* ***C-more*** *touch panel. The touch panel's PLC Ethernet communications are configured using the* ***C-more*** *Programming Software's Panel Manager.*

Item No.	Function	Description	Comments
1	**Ethernet Connected**	This area displays information to whether an Ethernet link has been established for the touch panel's Ethernet comm port or not. Displays panel's IP address and shows whether it is static or assigned by a DHCP server.	
2	**PLC Enquiry Test**	This function allows the ability to select any PLC configured in the project that may be connected to the touch panel via an Ethernet connection and checks to see if the communications are working correctly.	
3	**Cancel**	Press to return to the **Test Menu** screen.	

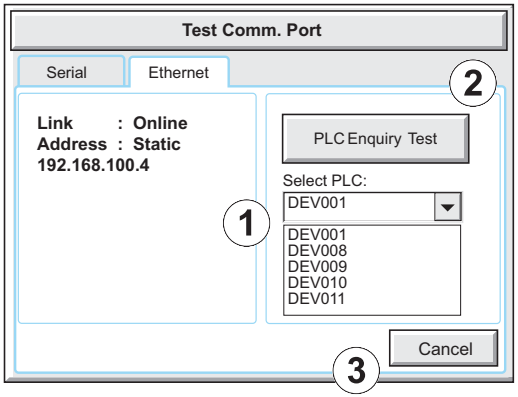
Example of displayed message when the touch panel's Ethernet port is not connected.



Typical Ethernet connection with Ethernet switch.



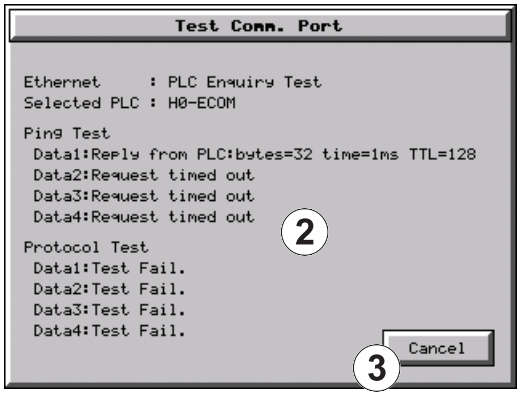
Test Menu – PLC Enquiry Test: Ethernet Connection



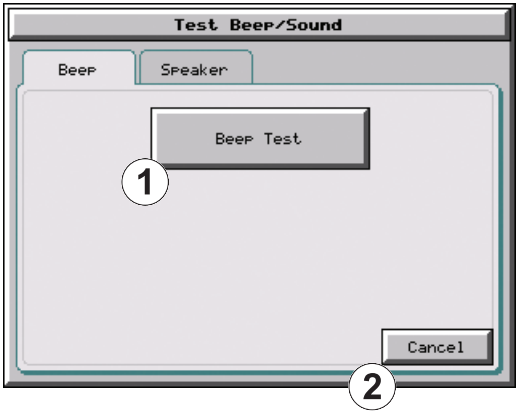
This function allows the ability to select any PLC configured in the project that may be connected to the touch panel through an Ethernet port connection and checks to see if the communications are working correctly.

Note: *The communications protocol for the PLC being selected must be configured the same as the* ***C-more*** *touch panel. The touch panel's PLC Ethernet communications are configured using the* ***C-more*** *Programming Software's Panel Manager.*

Item No.	Function	Description	Comments
1	**Select PLC**	Select any PLC that is shown in the drop down menu.	
2	**PLC Enquiry Test**	The following are the steps that the **Ethernet PLC Enquiry Test** performs: 1.) Ping the network 4 times for the PLC selected. 2.) Four of the test read packets are sent to the selected PLC. Test result will be either Pass or Fail. However, if the result of pinging the network shows an error, the test is stopped.	
3	**Cancel**	Press to return to the **Test Menu** screen.	

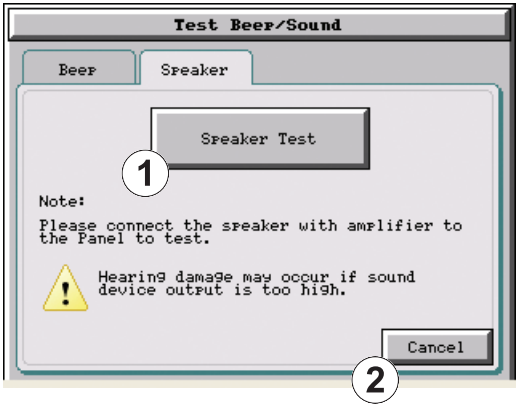


Test Menu – Test Beep/Sound



Item No.	Function	Description	Comments
1	**Beep Test**	The internal Beeper can be tested from this system setup screen whether the Beeper is enabled or disabled. After the **Beep Test** button is pressed then released, the Beeper will sound for 500 msec.	
2	**Cancel**	Press to return to the **Test Menu** screen.	

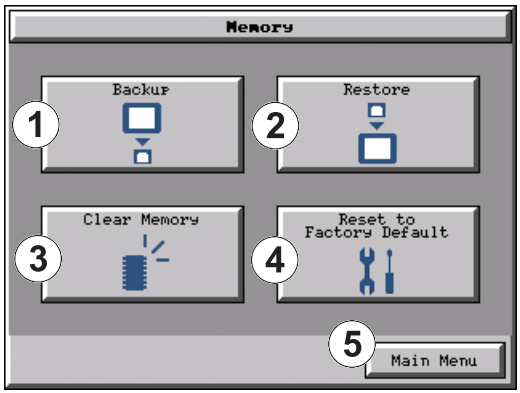
Test Menu – Test Beep/Sound (cont'd)



WARNING: Hearing damage may occur if the volume on the user supplied external amplified speaker is set too high.

Item No.	Function	Description	Comments
1	**Speaker Test**	The **Speaker Test** function requires that a speaker(s) with an amplifier (can be stereo) be connected to the Audio Line Out stereo jack on the rear of the touch panel. After the **Speaker Test** button is pressed then released, a system provided Test.WAV file will play once.	
2	**Cancel**	Press to return to the **Test Menu** screen.	

Memory Menu



The user's project, system, log and recipes files can be backed up and restored to either a CompactFlash memory card (CF1 or CF2), or a USB memory device. From this menu the user can also clear the project log files. The user also has the ability to clear the memory within the *C-more* touch panel.

Base featured models (-R) do not include CF1 or CF2.

5

Item No.	Function	Description	Comments
1	**Backup**	Backup project, system, log & recipe files to the following memory devices: USB port - Type A: USB pen drive CF Slot #1 (standard port): CompactFlash CF Slot #2 (optional port): CompactFlash See page 5-37 for details.	Any USB 1.1 pen drive or CompactFlash memory device capacity available is supported. The backup data files are created and copied to a folder on the memory device named "EA_Memory Copy." The project file is named StartupStorage.eas "Log" and "Recipe" folders with the appropriate data files are also created on the memory device.
2	**Restore**	Restore project, system, log & recipe files to the internal memory from one of the following memory devices: USB port - Type A: USB pen drive CF Slot #1 (standard port): CompactFlash CF Slot #2 (optional port): CompactFlash See page 5-44 for details.	A folder on the memory device named "EA_Memory Copy" must exist containing a file named "StartupStorage.eas". The project data file is stored in this file, and if the system data file was backed up, it also will be stored in this file. Any backed up log or recipe data files will be located under the appropriate "Log" or "Recipe" folders.
3	**Clear Memory**	Clear selected data files from the memory of the following internal memory or external memory devices: Built-in FLASH Memory USB port - Type A: USB pen drive CF Slot #1 (standard port): CompactFlash CF Slot #2 (optional port): CompactFlash See page 5-50 for details.	Can only clear project, log and recipe data files of the Built-in FLASH memory. Can clear entire contents or individual data files of external memory devices.
4	**Reset to Factory Default**	The touch panel's internal memory is set to the original factory defaults.	Clears all project memory.
5	**Main Menu**	Press to return to the **Main Menu** screen.	

Project Executed from CompactFlash (CF Slot #1)

If a CompactFlash card is located in the CF1 slot at the time a project is transferred to the panel, the project will be stored on the CompactFlash card, not in the internal Built-in FLASH memory.

If CF1 slot contains a CompactFlash with a project and:

1.) The touch panel's power is cycled, then

2.) The project file stored on the CompactFlash is loaded into the touch panel's internal DRAM memory and executed. Please note that the project stored in the panel's internal FLASH memory is NOT loaded into the internal DRAM memory when a CompactFlash memory card is present. Any project in the internal FLASH memory is cleared.

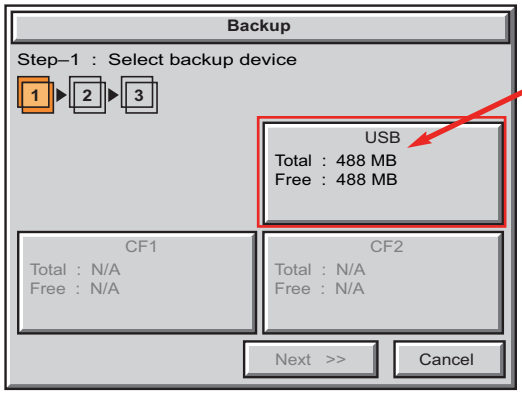
WARNING: During power up with a CompactFlash plugged into the CF1 Slot, please do not remove the memory card from the slot. Damage to the CompactFlash and possibly the touch panel may result.

WARNING: After a firmware update, the project files which are located in either the touch panel's internal FLASH memory or the CompactFlash plugged into CF1 Slot are cleared. The programming software will need to be used to Transfer the project file back into the panel. If you wish to retain the project on the CompactFlash, power down the panel and remove the CompactFlash before performing a firmware upgrade.

Increasing Project Memory Size using a CompactFlash in CF1 Slot:

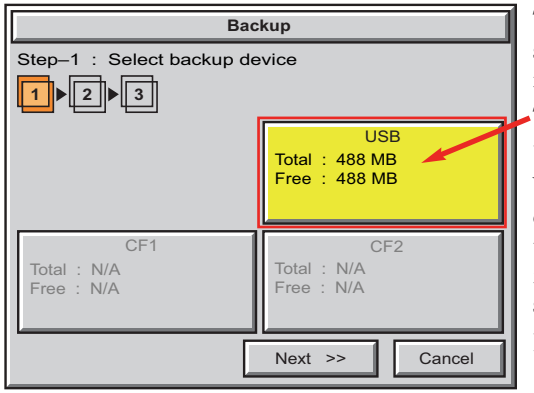
If a project is transferred to the panel with a CompactFlash card in CF1 Slot, the Font and Recipe data files are not included in the 10MB (40MB for 12" and 15" models) project size. Therefore using CF1 can allow a project to be loaded that is larger than 10MB if the excessive size is caused by Fonts and/or Recipe Sheets.

Memory – Backup



The **Memory - Backup** selection allows you to backup the panel's **Project**, **Log** files, **Recipe** files or even the **System** (firmware & OS) files to either a CompactFlash (**CF**) or **USB** pen drive. The available memory devices will be displayed showing the total and free available memory for that device. If the device is not available, it will be grayed out. The **Next** button is grayed out until a device is selected.

The **Cancel** button can be pressed at any time to return to the **Memory Menu** screen.



This is an example of a USB memory device selected to be used for backing up the panel's data file(s).

The selected device is highlighted. Pressing again un-selects it.

When there are more than two available backup devices, the one selected will be highlighted. If there is only one available memory device, it still needs to be highlighted in order to go to the next step.

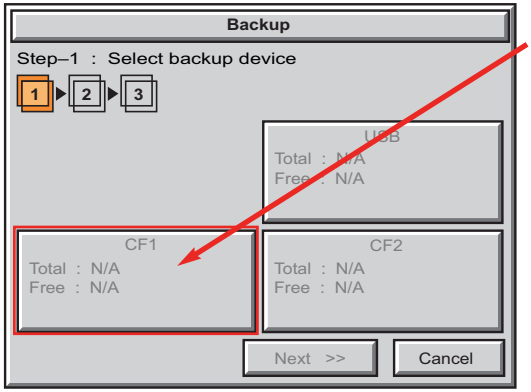
Press the **Next** button to continue to Step 2.

Note: *If you have a memory device inserted into the proper port on the touch panel, but it doesn't show up as highlighted in Step 1 of the* ***Backup*** *setup screen, then try a different device to determine if the memory device is defective or if there is a possible problem with the memory device connection. It may not be compatible with the panel. This rarely happens with CF memory, but some USB pen drives are not USB 1.1 compatible and will not work with* ***C-more*** *touch panels. Also, some USB pen drives may take several minutes before they are recognized by the panel.*

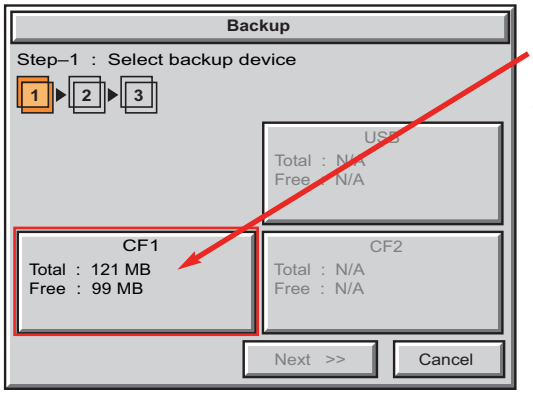
Please read the explanation for the availability of CF1 under different conditions as shown on the next two pages.

Memory – Backup (cont'd)

CF1 Availability Explanation:



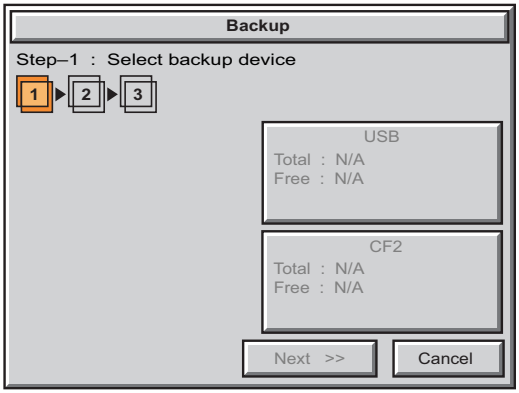
If there is no CompactFlash inserted into CF1 Slot, then the CF1 button's Total and Free memory will show as N/A and be grayed out.



If the panel is powered up or rebooted with a CompactFlash inserted into CF1 Slot, then the CF1 button's Total and Free memory will be displayed.

Memory – Backup (cont'd)

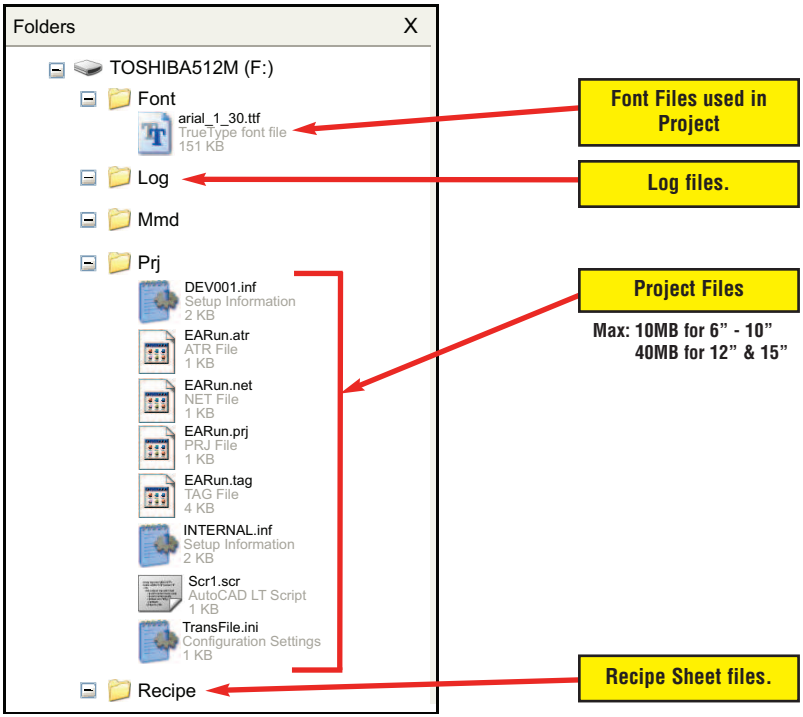
CF1 Availability Explanation (cont'd):



If a CompactFlash is inserted into CF1 Slot and a project is transferred using the *C-more* Programming Software's **Project Transfer** utility **Panel > Transfer**, then the CF1 will not show up in the **Memory - Backup** Step 1 device choices. The CompactFlash will have the runtime files stored on it that get loaded into the touch panel's internal DRAM memory when powered up or rebooted.

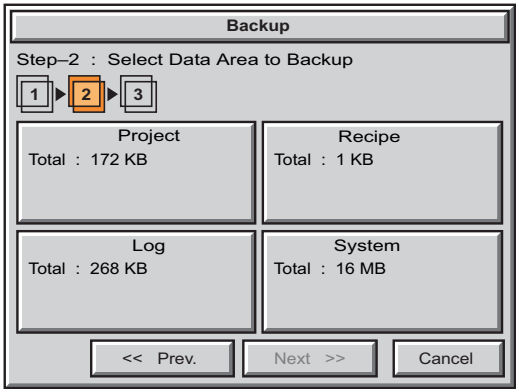
5

Below is an example of the folder and file structure that is stored on the CompactFlash in the CF1 Slot for a project that was directly transferred from the *C-more* **Programming Software's Project Transfer** function when viewed in Windows® Explorer on a PC.



Memory – Backup (cont'd)

Note: *The following definitions are for the various file types that can be backed up:*
Project data *– consists of the actual developed project data that is created in the* ***C-more*** *programming software and includes all functionality, objects, screens, tag names, labels, comments, graphics, etc. Included in backup file name StartupStorage.eas.*
Recipe data – *consists of all the data values and labels that have been created for the various recipe sheets. Includes all recipe sheets loaded to the panel. Only recipe sheets used in the project are loaded to the panel.*
System data *– consists of the operating system, firmware and run time files. Included in backup file name StartupStorage.eas.*
Log data *– consists of the Alarm Log, Message Log and Trend Data Logging files.*

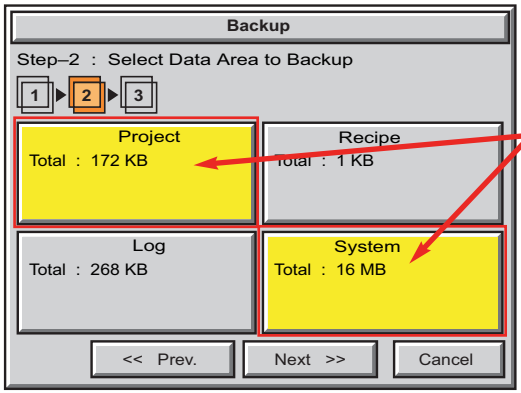


Select the data file(s) to be backed up by pressing the appropriate data file button. The selection will be highlighted.

Pressing the highlighted data file button again will turn it off.

The **Next >>** button will stay grayed out until at least one data file is selected.

Any file type not available will be grayed out.



This is an example of data files selected for backing up.

The selected data files are highlighted.

The **Next >>** button is now enabled.

Pressing **Cancel** will return to the previous menu.

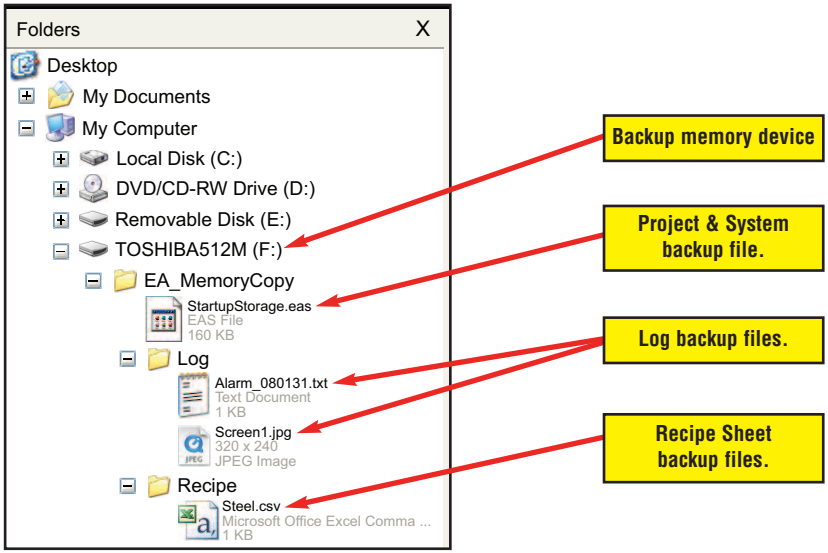
Press the **Next** button to continue.

Note: *In the case of the* ***Project*** *and* ***System*** *files, these can be* ***Restored*** *later to another panel.*
In the case of the ***Recipe*** *files, they can be edited externally from the panel and then* ***Restored*** *to the panel.*
The ***Log*** *files are for viewing purposes only.*
See Page 5-44 for instructions on Restoring the Project, System and or Recipe files to a Panel.

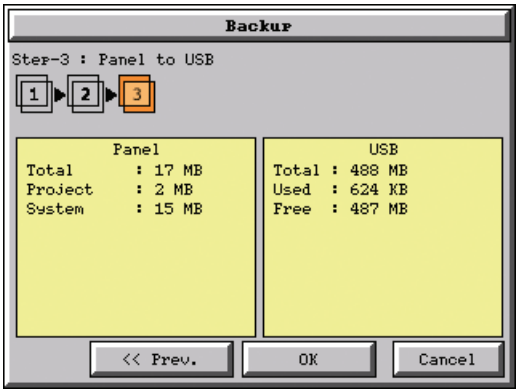
Memory – Backup (cont'd)

Backup Data Files Naming and Organization

The following graphic shows how the various data files are organized on the memory device when doing a **Backup** and also the file naming convention that is used when viewed in Windows® Explorer on a PC.

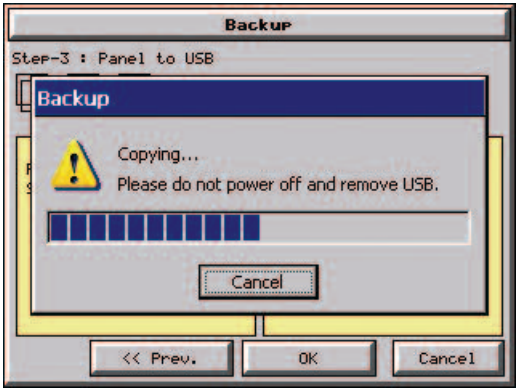


Memory – Backup (cont'd)



The next system setup screen allows the verification of the data file selections. When the **OK** button is pressed, the backup begins.

The user can return to the previous screen by pressing the **<< Prev** button.



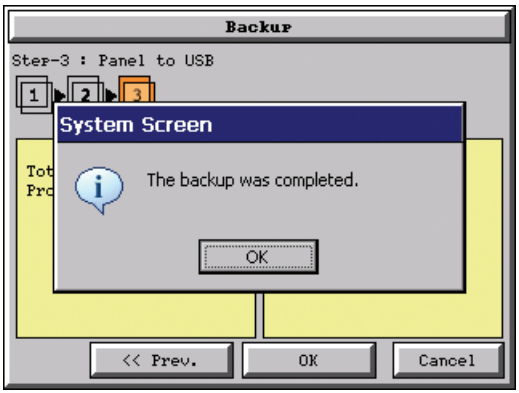
This message is displayed during the **Backup** copying process. Press the **Cancel** button to abort the backup.

The following text is shown in the copying progress message box:

Copy to USB Memory:
"Please do not Power Off or Remove USB"

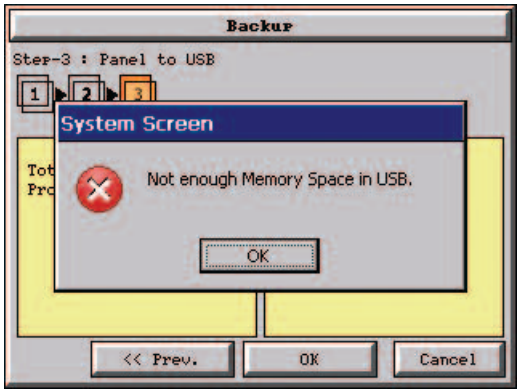
Copy to CF1 or CF2:
"Please do not Power Off or Remove CF"

WARNING: During the copying process, Do not power off the touch panel or remove the memory device.



This message is displayed to indicate the **Backup** is complete. Press the **OK** button to return to the previous menu selection.

Memory – Backup (cont'd)



Warning Messages

If the destination does not have enough space to store the selected memory size, then the message shown here will be displayed. Press the **OK** button to clear the warning message.

The warning message will read "Not enough Memory Space in %Device%".

%Device% will show either "CF1", "CF2", or "USB".

This warning message will be displayed if the backup Memory device fails or is removed during the backup. Press the **OK** button to clear the warning message.

The warning message will read "Backup Failed. "%Device% cannot be found".

%Device% will show either "CF1", "CF2", or "USB".

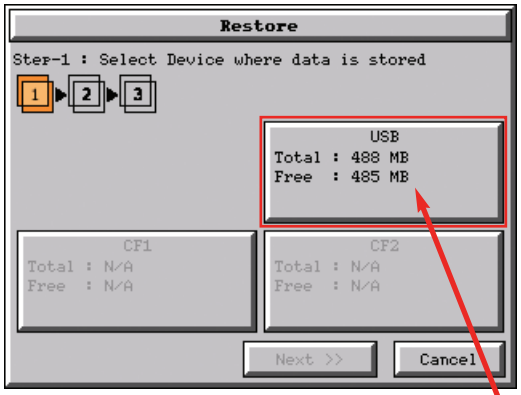
Refer to **Chapter 8: Troubleshooting** for additional help.

For any other reason the backup fails, then this warning message will be displayed. Press the **OK** button to clear the warning message.

The warning message will read "Backup Failed".

Refer to **Chapter 8: Troubleshooting** for additional help.

Memory – Restore



The **Memory - Restore** function is used to:

1.) **Restore** a project previously backed up on a CompactFlash card or USB pen drive memory device to the same panel. See **Memory - Backup** on page 5-37.

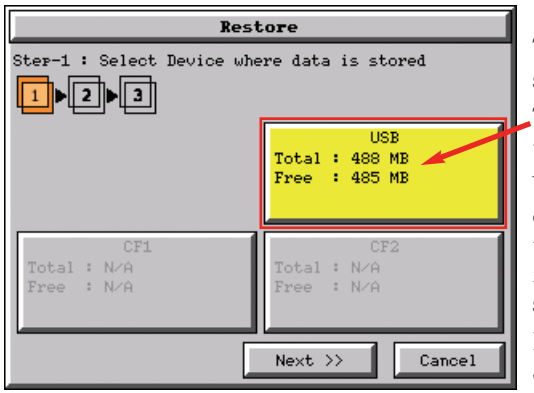
2.) Copy a project from one panel to another panel using a memory device to physically transport the data files.

3.) **Restore** a project into the panel that was transfered to an "External Memory Device" using the C-more Programming Software.

4.) **Restore Recipe Sheet(s)** previously backed up to a memory device or copied to the memory device using a PC.

The available memory devices will be displayed showing the total and free available memory for that device. If the device is not available, it will be grayed out. The **Next** button is grayed out until a device is selected.

The **Cancel** button can be pressed at any time to return to the **Memory Menu** screen.



This is an example of a USB memory device selected to be used for restoring the data file(s).

The selected device is highlighted. Pressing again unselects it.

When there are more than two available restore devices, the one selected will be highlighted. If there is only one available memory device, it needs to be highlighted in order to go to the next step.

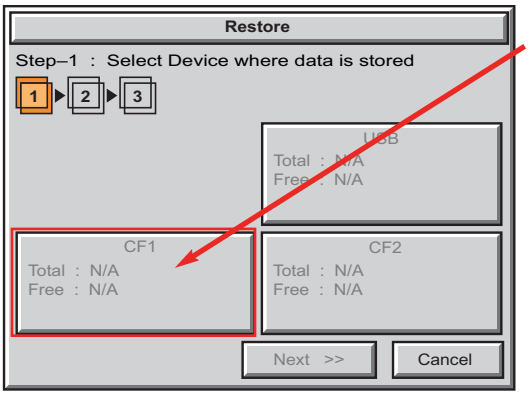
Press the **Next** button to continue to continue to Step 2.

Note: *If you have a memory device inserted into the proper port on the touch panel, but it doesn't show up as highlighted in Step 1 of the* ***Restore*** *setup screen, then try a different device to determine if the memory device is defective or if there is a possible problem with the memory device connection. It may not be compatible with the panel. This rarely happens with CF mamory, but some USB pen drives are not USB 1.1 compatible and will not work with* ***C-more*** *touch panels. Also, some USB pen drives may take several minutes before they are recognized by the panel.*

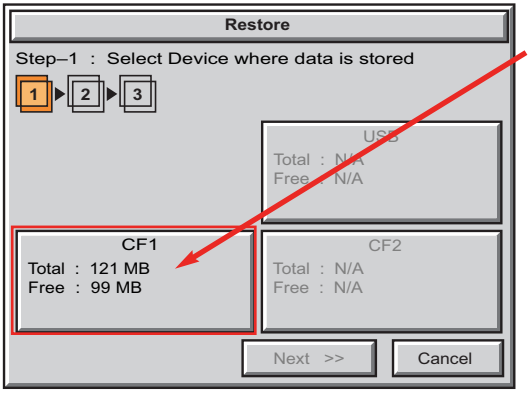
Memory – Restore (cont'd)

Please read the explanation for the availability of CF1 under different conditions as shown on this page and the next.

CF1 Availability Explanation:

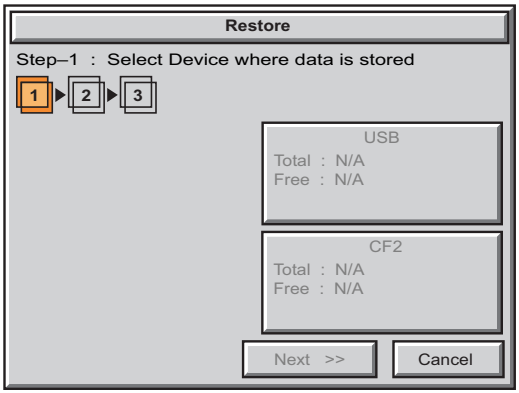


If there is no CompactFlash inserted into CF1 Slot, then the CF1 button's Total and Free memory will show as N/A and be grayed out.



If the panel is powered up or rebooted with a CompactFlash inserted into CF1 Slot, then the CF1 button's Total and Free memory will be displayed.

Memory – Restore (cont'd)



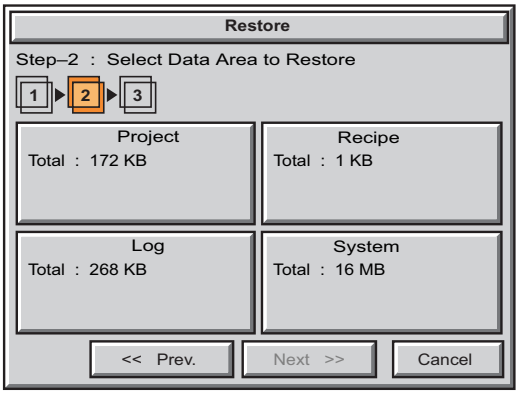
CF1 Availability Explanation (cont'd):

If a CompactFlash is inserted into CF1 Slot and a project is transferred using the *C-more* Programming Software's **Project Transfer** utility **Panel > Transfer**, then the CF1 will not show up in the **Memory - Backup** Step 1 device choices. The CompactFlash will have the runtime files stored on it that get loaded into the touch panel's internal DRAM memory when powered up or rebooted.

See page 5-39 for an example of the folder and file structure that is stored on CF1.

Note: *The following definitions are for the various file types that can be backed up:*
Project data *– consists of the actual developed project data that is created in the* ***C-more*** *programming software and includes all functionality, objects, screens, tag names, labels, comments, graphics, etc. Included in backup file name StartupStorage.eas.*
Recipe data – *consists of all the data values and labels that have been created for the various recipe sheets. Includes all recipe sheets loaded to the panel. Only recipe sheets used in the project are loaded to the panel.*
System data *– consists of the operating system, firmware and run time files. Included in backup file name StartupStorage.eas.*
Log data *– consists of the Alarm Log, Message Log and Trend Data Logging files.*

Memory – Restore (cont'd)

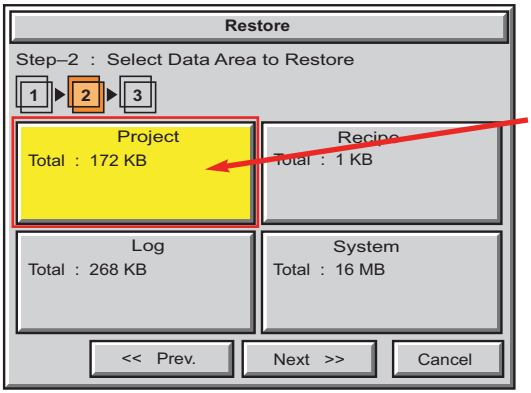


Select the data file(s) to be restored by pressing the appropriate data file button. The selection will be highlighted. The data file can be either the **Project**, **System** and/or **Recipe** files. The selected data is restored to the internal built-in FLASH memory if there is no CompactFlash memory card inserted into the CF1 slot.

Pressing the highlighted data file again will turn it off.

The **Next >>** button will stay grayed out until at least one data file is selected.

Any file type not available will be grayed out.



This is an example of a file selected to restore.

The selected file is highlighted.

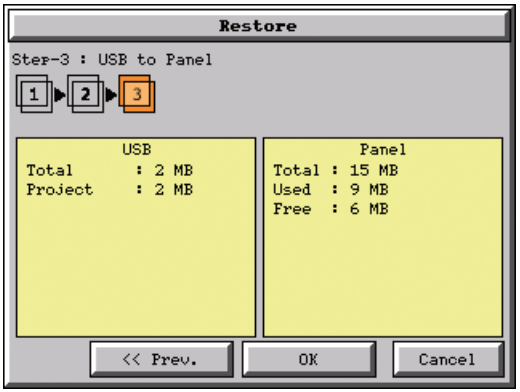
The **Next >>** button is now enabled.

Pressing **Cancel** will return to the previous menu.

Press the **Next** button to continue.

Note: *The following definitions are for the various file types that can be backed up:*
Project data *– consists of the actual developed project data that is created in the* ***C-more*** *programming software and includes all functionality, objects, screens, tag names, labels, comments, graphics, etc. Included in backup file name StartupStorage.eas.*
Recipe data – *consists of all the data values and labels that have been created for the various recipe sheets. Includes all recipe sheets loaded to the panel. Only recipe sheets used in the project are loaded to the panel.*
System data *– consists of the operating system, firmware and run time files. Included in backup file name StartupStorage.eas.*
Log data *– consists of the Alarm Log, Message Log and Trend Data Logging files.*

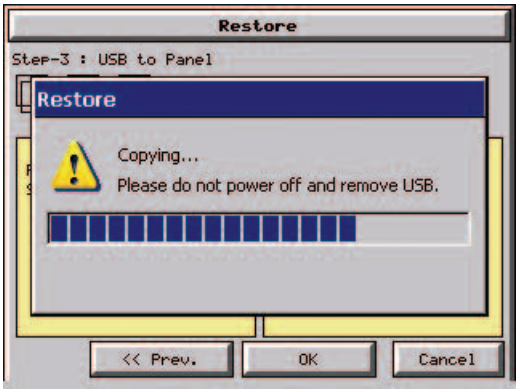
Memory – Restore (cont'd)



The data selected to restore is checked. If the data is good, then the **OK** button can be pressed to start the restore.

If there is a problem with the data, the **OK** button will remain grayed out and the user can return to the previous screen by pressing the << Prev button.

The problem could be caused by a corrupted data file. See **Chapter 8: Troubleshooting** for additional help.



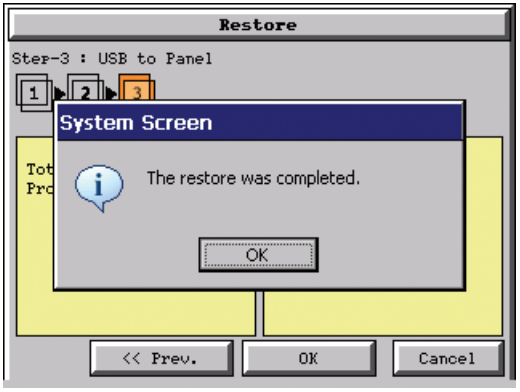
This message is displayed during the **Restore** process. Press the **Cancel** button to abort the backup.

The following text is shown in the copying progress message box:

Copy to USB Memory:
"Please do not Power Off or Remove USB"

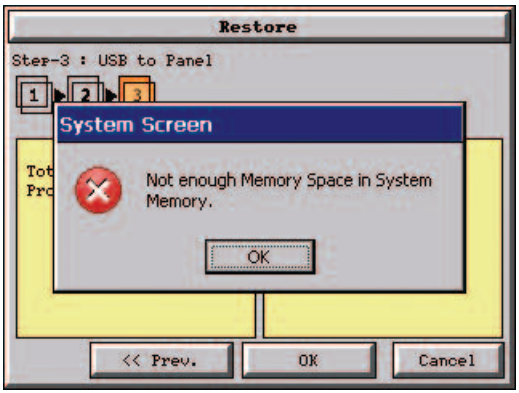
Copy to CF1 or CF2:
"Please do not Power Off or Remove CF"

WARNING: During the copying process, Do not power off the touch panel or remove the memory device.



This message is displayed to indicate the **Restore** is complete. Press the **OK** button to return to the previous menu selection.

Memory – Restore (cont'd)



Warning Messages:

If the system memory does not have enough space to restore the selected memory size, then the message shown here will be displayed. Press the **OK** button to clear the warning message.

The warning message will read "Not enough Memory Space in System Memory".

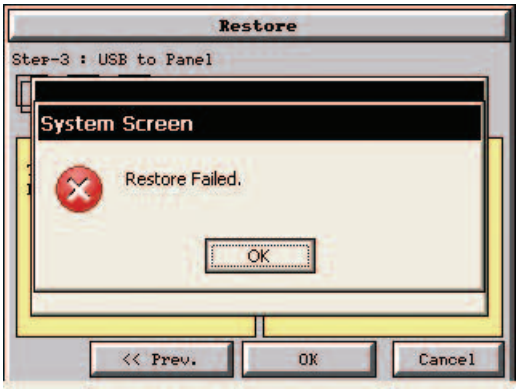
The Project size must be less than 10 MByte for 6"-10" panels and less than 40 MByte for 12" & 15" panels.

This warning message will be displayed if the restore Memory device fails or is removed during the backup. Press the **OK** button to clear the warning message.

The warning message will read "Restore Failed. "%Device% cannot be found".

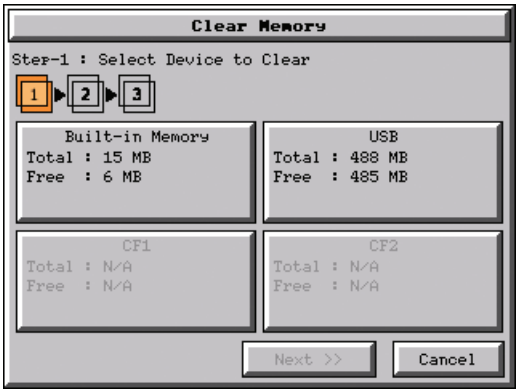
%Device% will show show "CF1", "CF2", or "USB".

Try using a different device with known good data in the same connector or using the device that is causing the error in a different connector.



For any other reason the restore fails, then this warning message will be displayed. Press the **OK** button to clear the warning message.

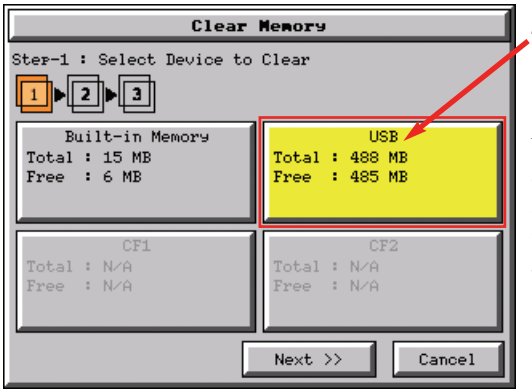
Memory – Clear Memory



This function is used to clear individually selected data files, or all data files, within the panel's **Built-in Memory**, or any installed memory device such as a USB pen drive, CompactFlash (CF1 or CF2).

Select the memory device to clear. If the device is not available, it will be grayed out.

The **Next** button is grayed out until a device is selected.

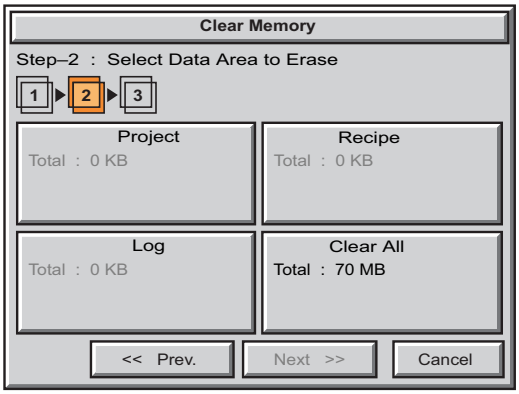


The selected device is highlighted. Pressing again un-selects it.

When there are more than two available backup devices, the one selected will be highlighted. If another is selected, then the highlight will change to the last one pressed. Only one device can be selected at a time.

Press the **Next** button to continue.

Memory – Clear Memory (cont'd)



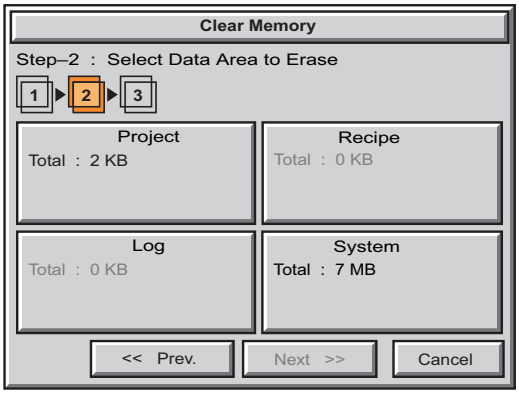
Select the data file(s) to be cleared.

This is an example of CF1, CF2 or USB memory that was selected in **Clear Memory - Step-1**.

The selected file will be highlighted. Pressing again un-selects it.

The **Next >>** button will stay grayed out until file(s) are selected.

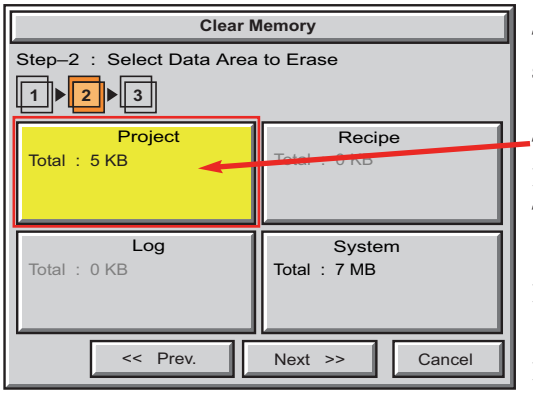
Selecting **Clear All** will erase all files located on the memory device.



This is an example of **Built-in Memory** that was selected in **Clear Memory - Step-1**.

Notice the ability to select either the **Project** file, **Log** files, **Recipe** files, or the **System** files.

Note: *System files can not be cleared from the internal memory.*



This is an example of the **Project** data file being selected for clearing.

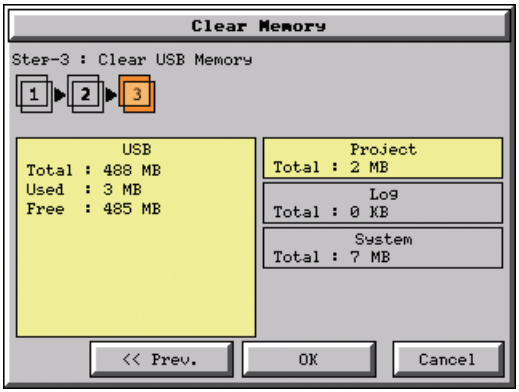
The selected memory area is highlighted. Pressing again un-selects it.

The **Next >>** button is now enabled.

Pressing **Cancel** will un-select the file(s).

Press the **Next** button to continue.

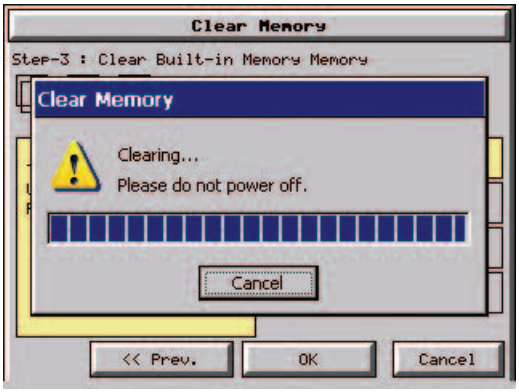
Memory – Clear Memory (cont'd)



The data file(s)selected to clear are checked. If the data file is good, then the **OK** button can be pressed to start the clear procedure.

If there is a problem with the data file, the **OK** button will remain grayed out and the user can return to the previous screen by pressing the **<< Prev** button.

Press the **OK** button to continue.



This message is displayed during the clearing process. Press the **Cancel** button to abort the clearing.

The following text is shown in the clearing progress message box:

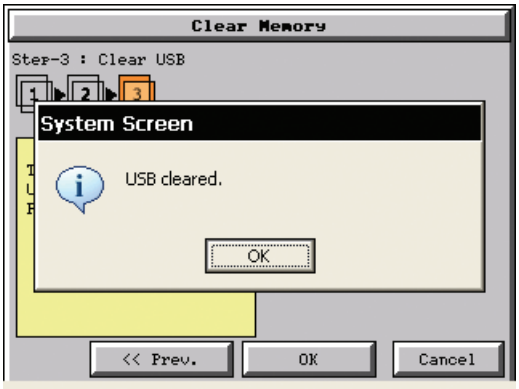
Clearing Built-in Memory:
"Please do not Power Off"

Clearing USB Memory:
"Please do not Power Off or Remove USB"

Clearing CF1 or CF2

"Please do not Power Off or Remove CF"

WARNING: During the clearing process, do not power off the touch panel or remove the memory device.



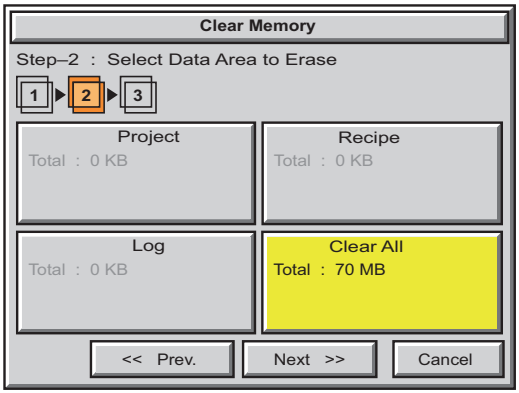
The following message is displayed when the clearing process is complete:

"%Device% cleared"

%Device% will show either "CF1", "CF2", or "USB".

Press the **OK** button to return to the **Memory Menu** screen.

Memory – Clear Memory (cont'd)



The following is an example of **Clear All** selected for clearing.

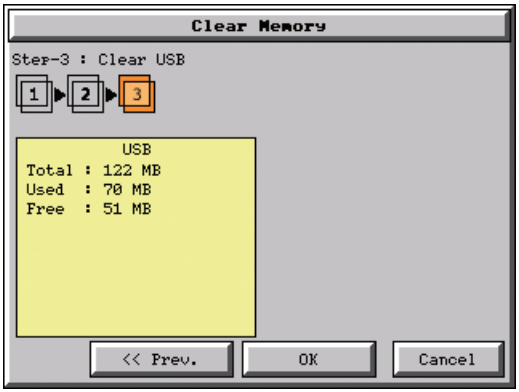
The selected device is highlighted.

The **Next >>** button is now enabled.

Pressing **Cancel** will un-select the **Clear All**.

5

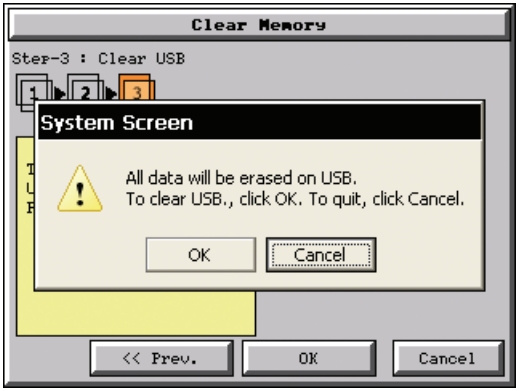
Note: *If* ***Clear All*** *is selected, all files will be erased from the memory device, even those not related to the* ***C-more*** *touch panel.*



The data file(s)selected to clear are checked. If the data file is good, then the **OK** button can be pressed to start the clear procedure.

If there is a problem with the data file, the **OK** button will remain grayed out and the user can return to the previous screen by pressing the **<< Prev** button.

Press the **OK** button to continue.

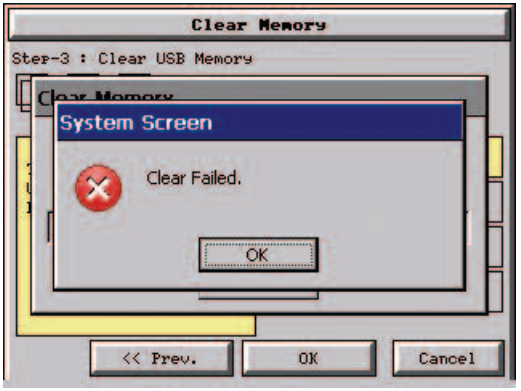


The warning message shown here will be displayed to give the user the opportunity to decide if they want to proceed or not.

Press the **OK** button to continue.

The **Clear All** process will start with a warning message as seen in the first example and continue until a message saying the device is cleared or a warning message as shown on the next page will appear.

Memory – Clear Memory (cont'd)



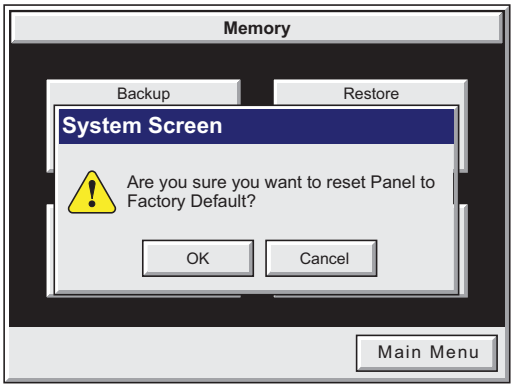
The warning message shown here will be displayed if the clearing process fails.

"Clear Failed".

Press the **OK** button to return to the **Clear Memory** screen and try again.

If the selected memory still fails to clear, then refer to **Chapter 8: Troubleshooting** for additional help.

Memory – Reset to Factory Default



After pressing the **Reset to Factory Default** button from the **Memory Menu**, the message box shown will be displayed.

Resetting to the Factory Defaults produces the following actions:

1.) The touch screen calibration is reset to the Factory Defaults.

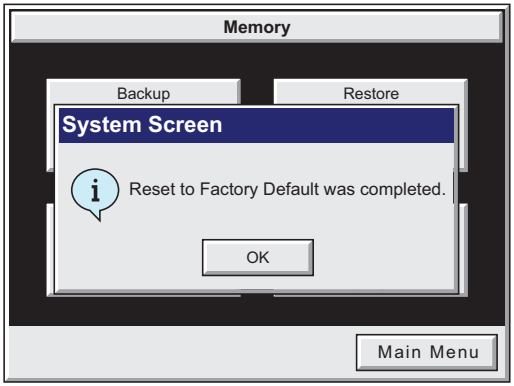
2.) The project file is cleared.

3.) The log, recipe & WAV files are cleared.

4.) The IP address is set to DHCP.

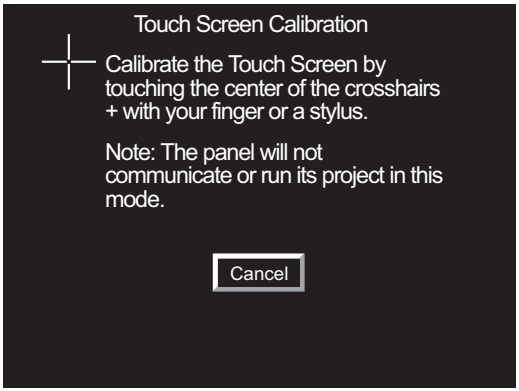
5

WARNING: Please make a backup file to either a CF or USB memory device using the Memory Backup function before resetting to the Factory Defaults as a precautionary measure.



The message shown here is displayed once the **Factory Default** values have been stored into the system memory.

Press **OK** to continue.


Touch Screen Calibration
Calibrate the Touch Screen by touching the center of the crosshairs + with your finger or a stylus.
Note: The panel will not communicate or run its project in this mode.
Cancel

After pressing **OK**, the touch panel will reboot and startup on the **Touch Screen Calibration** procedure as shown here.

The following **note** is also shown on the calibration screens to remind the user that the **Project File** has been cleared, there's no communications with the PLC, and the calibration procedure most be performed in order to ready the panel to download a project:

Note: The panel will not communicate or run its project in this mode.

Also, the ***C-more* Programming Software** will not connect to the panel in this situation.